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AMIGA FORMAT

ISSUE 37 ■ AUGUST 1992 ■ £3.95



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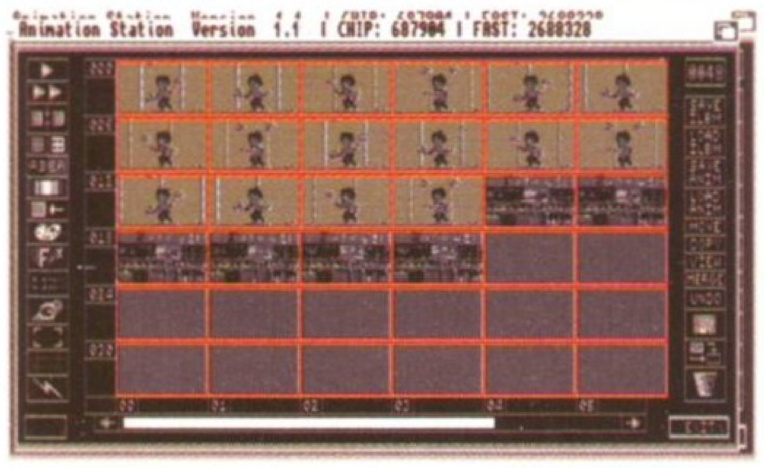
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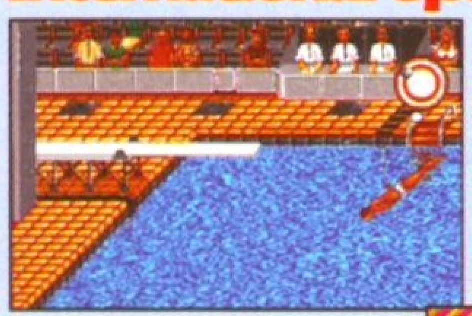


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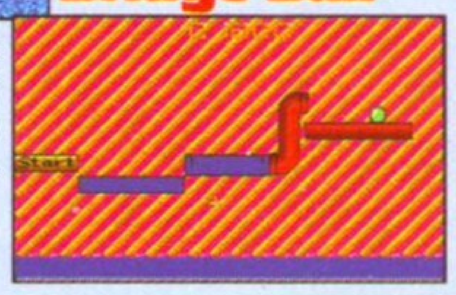
AMIGA FORMAT Down at the Arcade

International Sports Challenge



Take the Olympic challenge in the stunning summer sports demo from Empire

Bridge Ball



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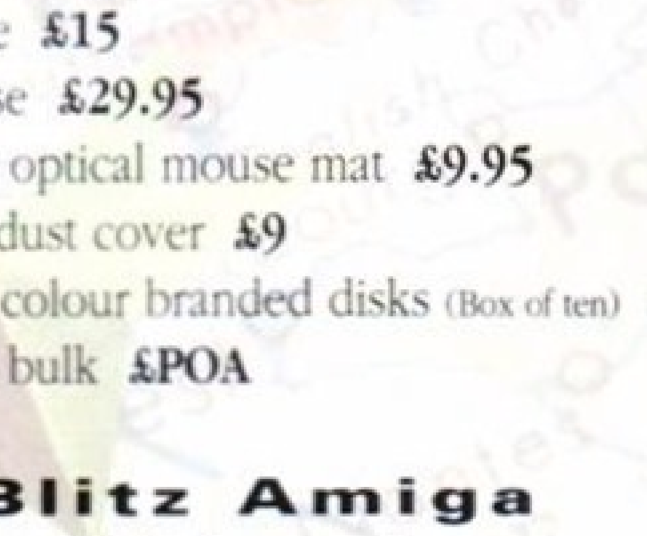


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AUGUST 1992

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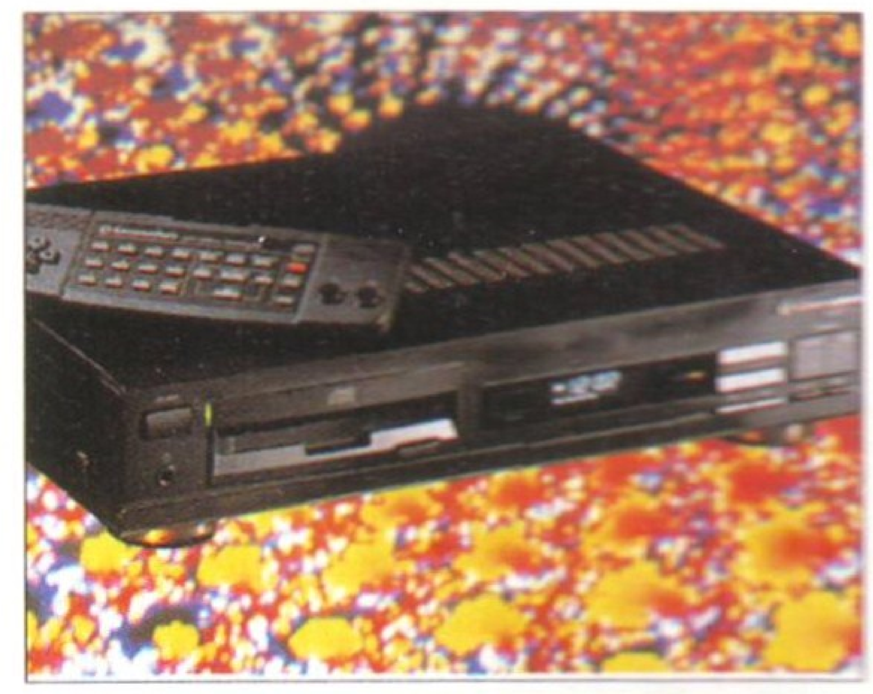
Observation of the month:

They told him that it couldn't be done
And in his heart he knew it.
But he tackled that thing that couldn't be done
And he couldn't do it.

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News

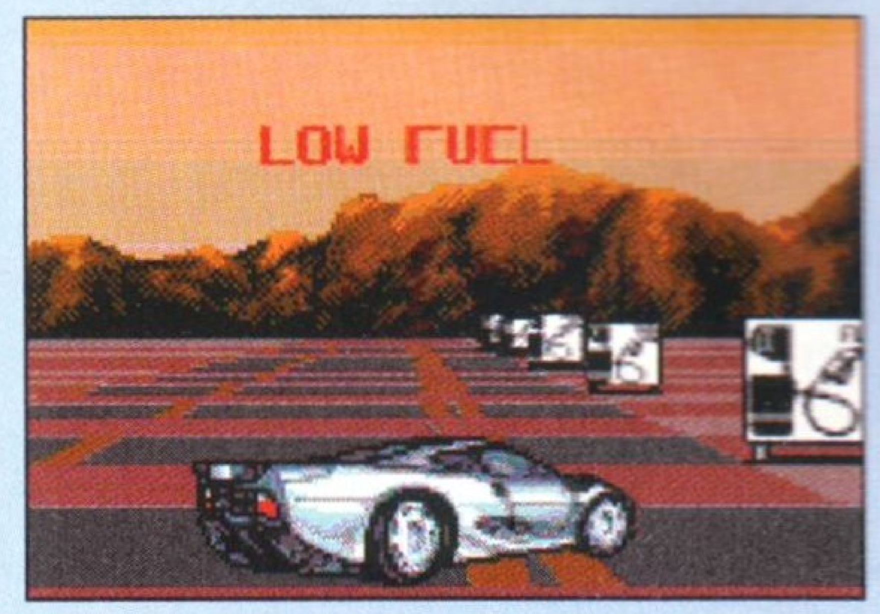


IN NEWS

Exciting new developments for the CDTV as a new pack is released that includes mouse, keyboard and disk drive to match...

Features

Screenplay



DRIVE LIKE THE WIND!

Top new race driving game *Jaguar XJ220* takes to the test track and we name the best driving games of all time!



ARCADE CLASSICS

As the bizarre and original *Wizkid* arrives, we ask why all the best games are in the colourful and cute arcade style...

Reviews



REVIEWED *ImageMaster*

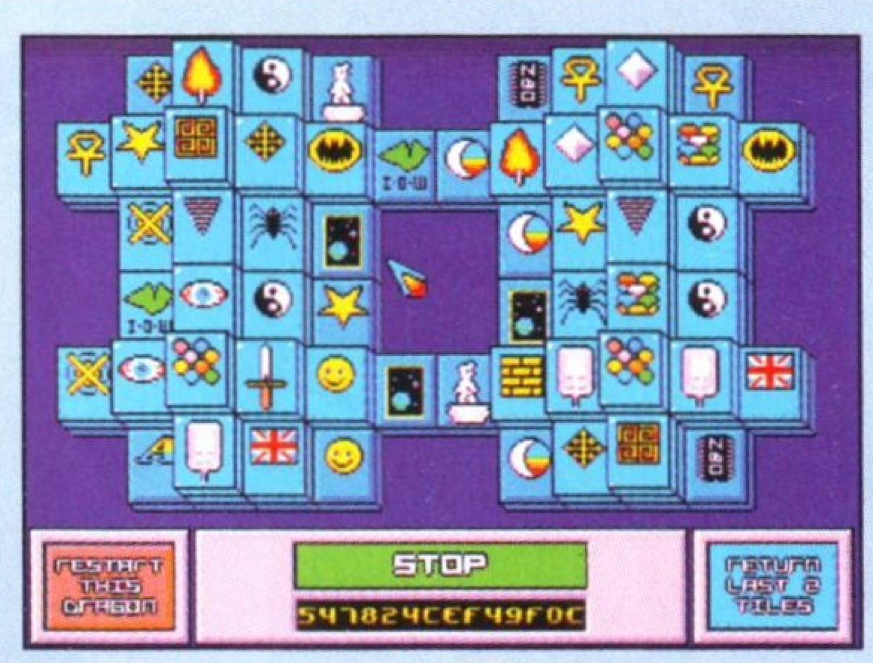
Possibly the best image processing program to hit the Amiga yet – see what this one can do with your pictures!



REVIEWED *Compendium Six*

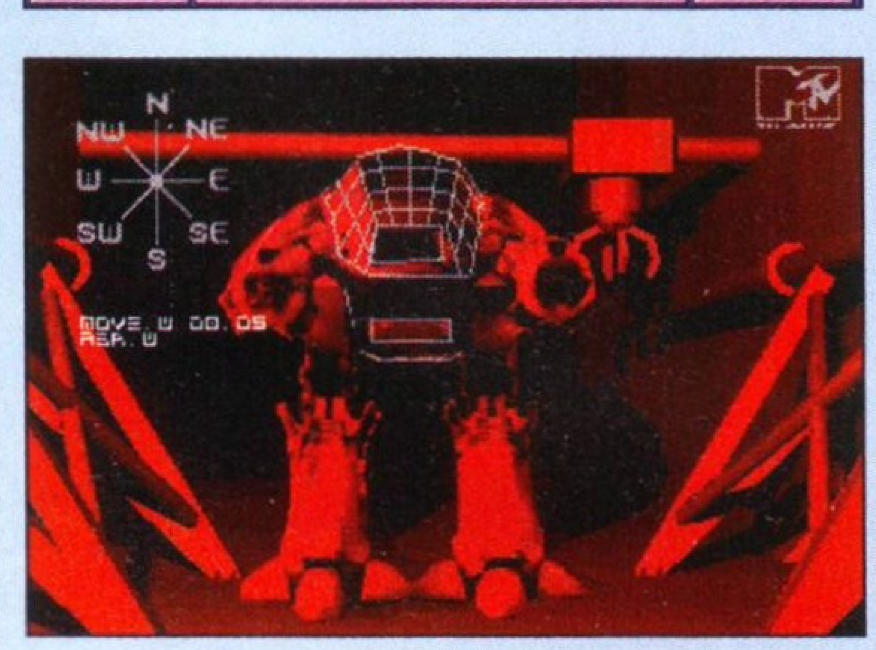
It's the first time we've seen a pack of this sort of value: six educational games for only £40 all in. But does it really save money?

Regulars



IN PUBLIC DOMAIN

Pat McDonald uncovers some surprising gems in the free software scene, including a program that can tell your fortune.



IN PUBLIC DOMAIN

Maff's last ever foray into the deep world of the demo. No doubt there's a tune or two to keep him grooving along...







Hitting the big time

These people are putting their Amigas to work. Find out who they are, what they are doing and also who the average Amiga owner is starting on PAGE 24



Why aren't you PC compatible?

If you've ever asked yourself this question, you might be in need of an emulator. We test the hardware and explain why compatibility could be important to you on PAGE 146

Game reviews in ScreenPlay

Welcome to Amiga Format!

Just in case you've picked this magazine up for the first time – or, indeed, you're a regular reader who just happens not to have noticed this little bit before – let me explain what's going on. Basically, I'd just like to introduce you to the magazine and explain what we're here for.

This is Amiga Format, the world's best-selling magazine that covers the Amiga home computer. We'll assume for the sake of simplicity that you've either got an Amiga or you are thinking of buying one. It is, after all, what the magazine is all about.

Now naturally we hope you'll get a good read for your money. If you're just settling back in a cosy armchair, or you're trying to relax while at the same time not letting the corners of the page dip into the steaming bath-water, we'd guide you first of all to this month's main feature. In it, we take a look at some of the most interesting people who are using Amigas in their everyday lives, from dance group Urban Shakedown, whose Amiga-produced single has just gone into the Top Thirty, to two gentlemen who have created an amazing system that trains policemen in what to do when they are handling large crowds at football matches. It's a good read: there's some eye-opening stuff in there, too.

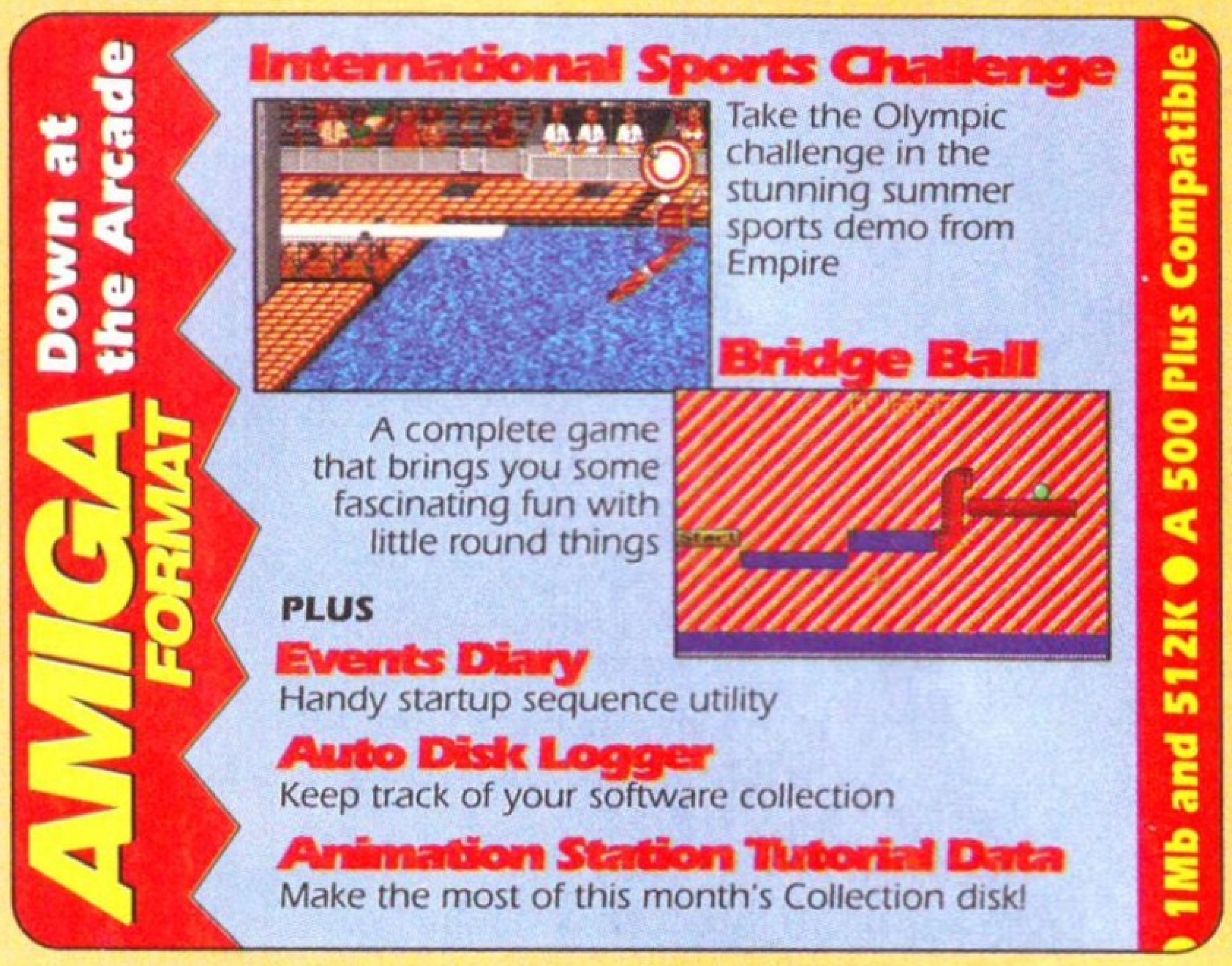


Damien Noonan, Editor

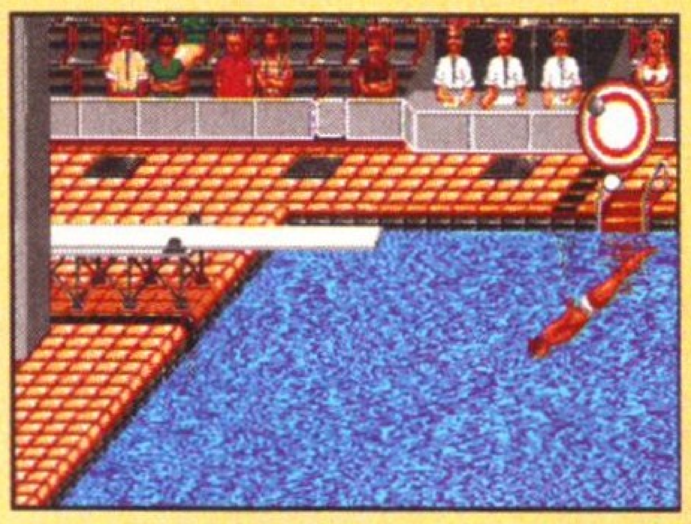
Meanwhile, while we hope that you'll find the rest of the magazine is written in a pretty readable style too, you'll also find a lot of information bubbling away in there. From frank and honest reviews of all the latest in games, to tips on getting the best out of your Amiga and solving those niggling little problems – there's a bit of everything tucked away in here.

It's nice to think that we Amiga owners stick together: glad to have you on board!

COVERDISK over the page...

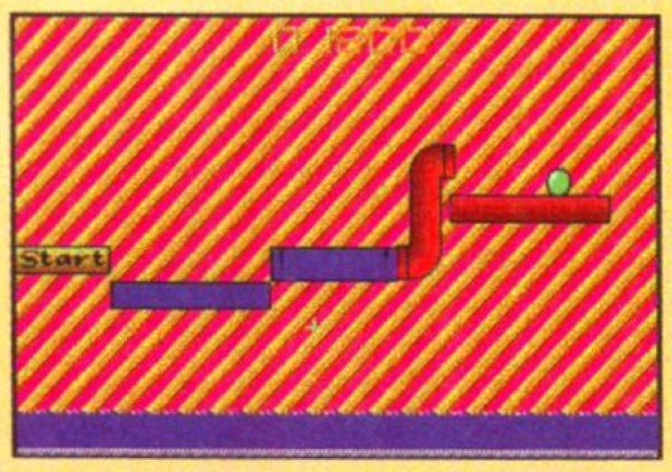


International Sports Challenge



Empire present a playable demo of the diving game from their forthcoming summer sport extravaganza – it's time to get your feet wet and have some fun!

Bridgeball



A complete game, and you'll find it's a pretty intriguing one too. Puzzle your way through the levels trying to guide your ball from one side to the other.

Diary

You need never forget an important date again once you've got this to remind you!

and on p11... Animation Station



The fifth in The *Amiga Format* Collection series of COMPLETE, FULL-PRICE PACKAGES, this is a powerful tool that will let you build and run animations created from your favourite paint package. Give it a whirl and see if you will be the next Amiga Walt Disney!



Coverdisk

Here's **Neil Jackson**, who is your guide to this month's Down at the Arcade coverdisk. So take your 50 pence pieces in hand for Empire's International Sports Challenge demo, plus a brilliant ball game and some indispensable utilities...

EAGER NOT TO miss the Olympic Games bandwagon, Empire have come up with their own release combining a number of Olympic-type sports.

The final game will feature diving, show jumping, cycling, shooting, swimming and marathon events, with four-player competition at a number of levels. For this month's Coverdisk, we've brought you a stripped-down version of the diving competition.

To begin, you have to select the height to dive from. There are three boards available: a one-metre springboard, a three-metre springboard and a five-metre high-dive platform. In the final version, you will also be able to compete in a medley, which consists of a dive at each height, but for this demo you will only be able to select one of the three heights.

Once you have selected the board you wish to use, a list of dives will appear. Unfortunately only one dive at each height has been included. To start the competition, move the cursor over the dive highlighted in bronze and press fire.

A bar will appear at the bottom of the screen asking you how many practice dives you want to have.

INTERNATIONAL SPORTS CHALLENGE

Empire / PAL / NTSC

Taking practice dives will help you to get a feel for how the dive should be executed, so always opt for taking a couple. You can take up to three practice dives, the number being selected by pressing [1], [2] or [3] on the keyboard. Once you've done that, it's off to the pool.

A screen will now appear showing your diver standing on the board and all ready to take the dive. This is where your swift joystick-wielding abilities come in. To take the dive, you must carry out the following actions (see the 'Taking a Dive' box for further explanation)

1 Press fire to start.
2 Press fire again to stop the power ring when it is as close to the outer ring as possible.
3 A dot will start to move clockwise and anti-clockwise inside the circle. You must now move the joystick left and right to make the white dot outside the circle mimic the grey dot's actions.
4. If you manage to carry out the moves correctly, you will see the diver plunge gracefully into the water. If, on the other hand, you fluff it up, he will go splashing into the depths with flailing limbs.

This may be a little bit complicated to get to grips with at first! If you don't quite know what you're supposed to be doing, click on the word DEMO in the bar of the selected dive. When you start, the computer will give you a demonstration of how to execute the particular dive.

Loading the demo

Switch on your Amiga and insert the Coverdisk. After a short while you will be asked whether you want to load the *International Sports Challenge* demo. To load it up, hit the [Y] key and press [Return]. After some psychedelics as the program unpacks itself, the diving competition will appear.



Just a little bit more of a turn and this graceful dive will be complete. On the other hand, if you twitch the joystick the wrong way, the athletic diver will end up doing an impression of a sack of bricks being slung into the river. You've *really* got to follow that little grey dot!

TAKE A DIVE!

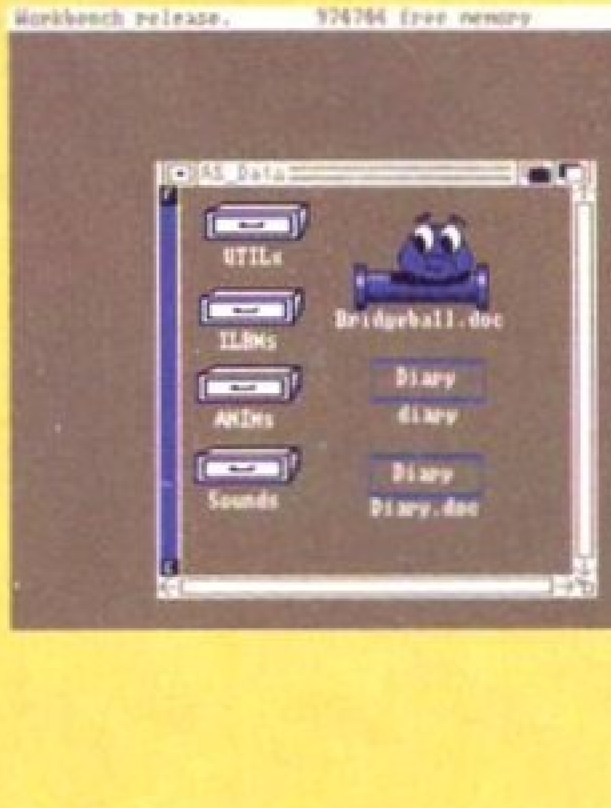
Actually performing a dive is controlled by means of a circle in the top-right of the screen:



When the screen appears with your diver standing on the board, press fire to actually start the dive. A red ring will then begin to expand inside the circle (on some dives it will expand and contract). Try to press the fire button when the ring has expanded to its maximum size (that is closest to the outside edge of the circle). This will give you more of a jump off the board and thus give you more time to carry out the dive.



Once you've set the power, a grey dot moves clockwise and anti-clockwise in the circle. This shows you the optimum moves for completing the dive. You have to try and follow the dot with the white dot outside the circle (moving the stick right for clockwise and left for anti-clockwise). Make sure you complete the moves of the grey dot FULLY before reversing the direction, otherwise the diver won't carry out the next move.



As well as the games, you'll find quite a few serious utilities to help you get the most out of your computer. Have fun with them!

GETTING STARTED

It's really very simple to use the disk. All you have to do is switch on any Amiga computer, and pop the disk into the disk drive. After a few moments of whirring, the computer will ask you whether or not you want to play the *International Sports Challenge* demo. Press [Y] then [Return] to do so, otherwise [N] and [Return].

After that, you have to decide whether or not you want to play *Bridge ball*. Again, all you have to do to make your decision is to press [Y] and [Return] to play, otherwise [N] and [Return].

After that, a cut-down version of Workbench will load in which you will be able to read the *Bridge ball* document file or use the animation utilities. There's also a Diary utility for displaying messages automatically on a certain date, although be warned that it doesn't run straight from the coverdisk. You will need to set it up on your Workbench disk to use it properly.

That concludes the tour. Everything on the coverdisk should work fine with only 512K of memory, which is becoming a rare thing nowadays.

Bridge Ball

QUITE OFTEN, THE thing that makes for an original and interesting game is a simple idea. *Bridge Ball* is a prime example of this. All the game consists of is a rolling ball, some platforms, a few pipes and a large expanse of water. What you have to do is get the ball from the starting block on the left to the dry land on the right. Simple, eh? Well... not quite.

The problem is that you don't have direct control of the ball. Instead, you must move a cursor around the screen with the mouse and pick up the platforms and pipes using the left mouse button. The sections must then be dragged into the right place to stop the ball plunging into the foamy brine below (since balls, unfortunately, can't swim).

There are a few rules to follow as far as moving and positioning the sections is concerned:

1 The ball can only roll across the top of platforms and it can only travel through pipes.

2 The sections can only be moved a set number of times. This is indicated by a number which replaces the cursor when you pick up a pipe or platform.

3 Occasionally, when you try to pick up a section, you will hear a buzzing sound and the section will not move. This either means that you've run out of moves for that section, or the section can't be moved at all. If a section is unmovable, you have to use other pipes and platforms to carry the ball past this section.

4 You can't pick up a pipe or platform that the ball is currently using.

5 The ball can't land on a platform or enter a pipe if you're still carrying it

If you fail to complete a level, a countdown will appear in the top left-hand corner of the screen. If you press the left mouse button before this reaches zero, you will restart on the current level, otherwise you will have to start again from level one.

Loading the Game

Switch on your Amiga and insert the coverdisk. After a while you will be asked if you want to play the *International Sports Challenge* demo. At this point you should press [N] and hit [Return]. You will then be asked whether you want to play *Bridge Ball*. All you have to do now is press [Y], hit [Return] and the game will start after just a few seconds.

The game only takes up 11K on the disk, which is amazing for such a good game – that's machine code for you. It works fine on all Amigas, PAL and NTSC types, and was written by a guy called Rod Mack.

Do you think that you can do better? We welcome all potential entries for the coverdisk with open arms. However, do bear in mind that any given program has a very small chance of making it on to the disk.

If you have written a small game or utility, do please send it on for possible inclusion. We especially like original games like *Bridge Ball*, but we consider everything we get.

Please put a Readme document on the disk. Don't worry if you don't know how to give it an icon or your English isn't very good – that's the sort of thing we can work on. Use a word processor to write a mini manual on disk. Concentrate on the quality of the program rather than the form in which you present it to us.

So if you've been working on a project during your own time, let us have a look at it. Send all entries to: Coverdisk Software, *Amiga Format*, Future Publishing, 30 Monmouth St, Bath BA1 2BW.

YOUR BRIDGE BALL BUILDING BITS

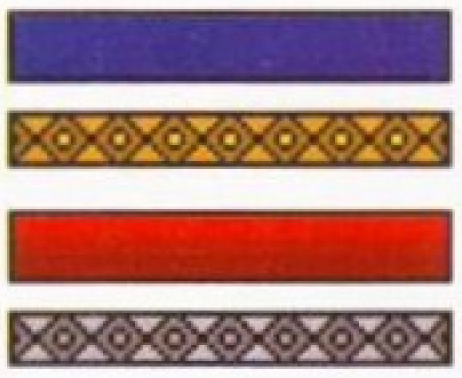
If you're going to save the little green ball from certain death, you need to know what all the bits and pieces do. Here's your Brunel-approved guide to the things you'll need for a spot of bridge building...



This rather stupid little fellow keeps on rolling whatever. Make sure it doesn't hit the water.



At the start of a level, the ball will drop on to this block. From here you must start to construct your bridge.



The ball will roll across the top of these when it hits one. It can also fall on to one from above.



If you manage to get the ball to pass through one of these, you will be given a bonus score.



To travel along pipes, the ball has to be fed into the opening at the left-hand end. It will then roll through and exit at the right-hand end.



These can be a devil to beat. They act the same as normal pipes, except for the fact that the ball comes out of the right-hand end as soon as it enters the left.

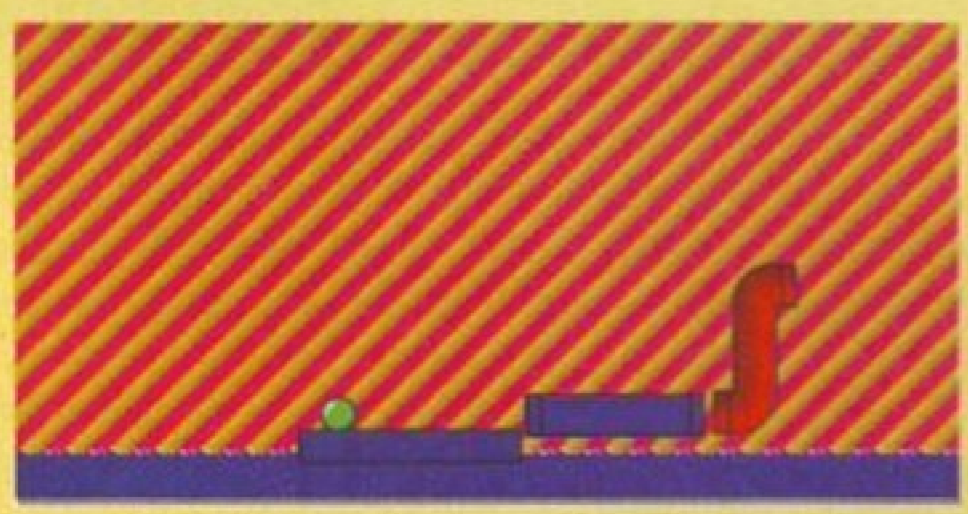
ROLLING OVER LEVEL ONE



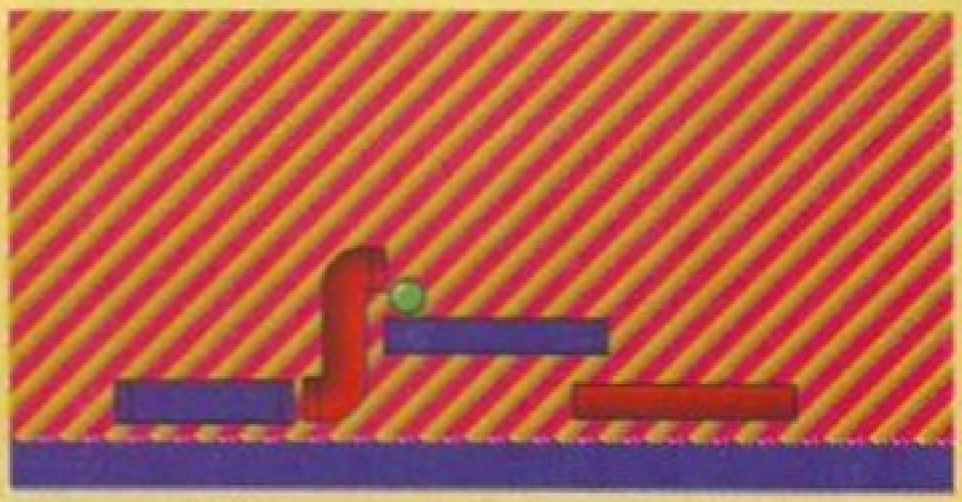
When the screen appears and the ball starts to fall, go to the right and pick up the first blue platform. Holding the left mouse button, drag it over and release the mouse button to place it next to the starting block.



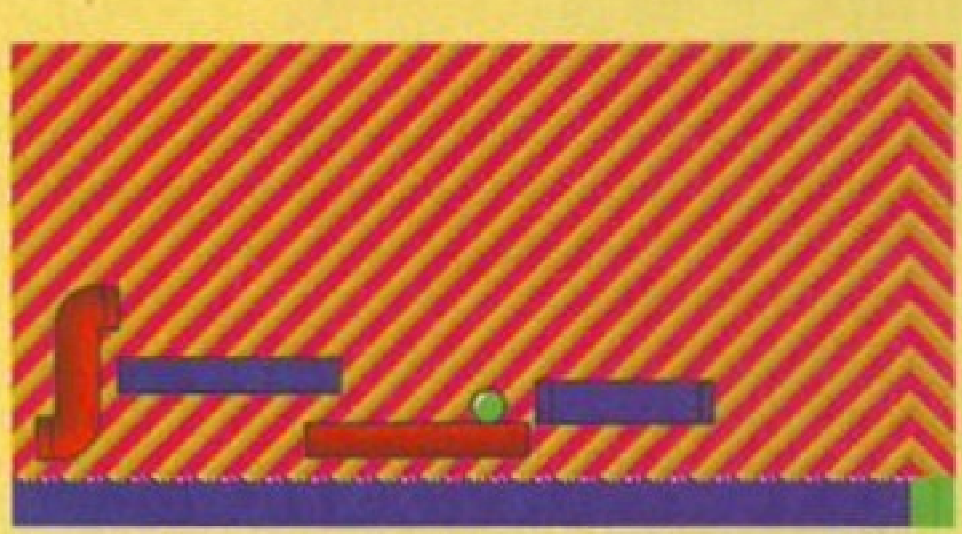
Move over to the right and drag the pipe over so that the end is next to the blue platform, making sure that the mouth of the pipe is at the right height for the ball to be able to enter.



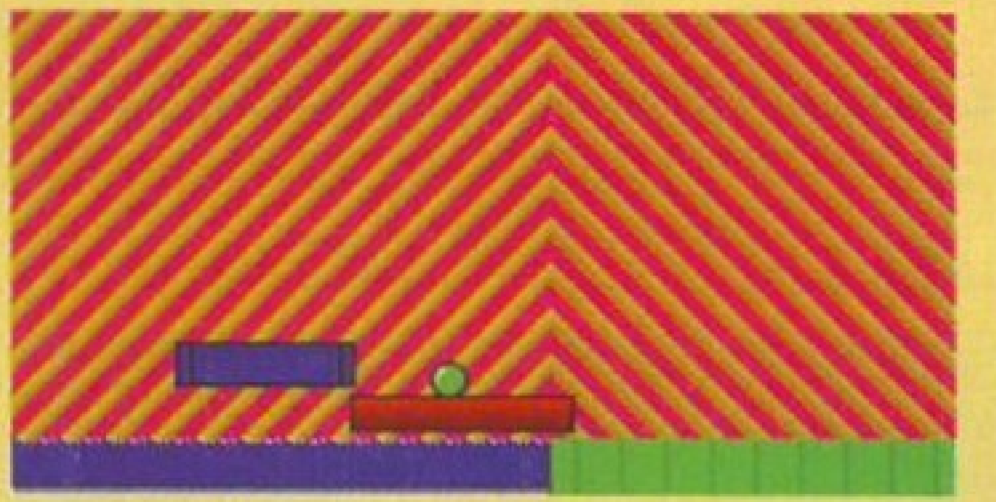
When the ball enters the pipe, pick up the first blue platform again and put it near the bottom, just above the water. Fetch the blue pipe (after the ball comes out) and put it between the platform and the red pipe.



When the ball enters the blue pipe again, pick up the blue platform and place it next to the exit of the red pipe. Position it above the red platform so that the ball can roll off the blue platform and land on the red one.



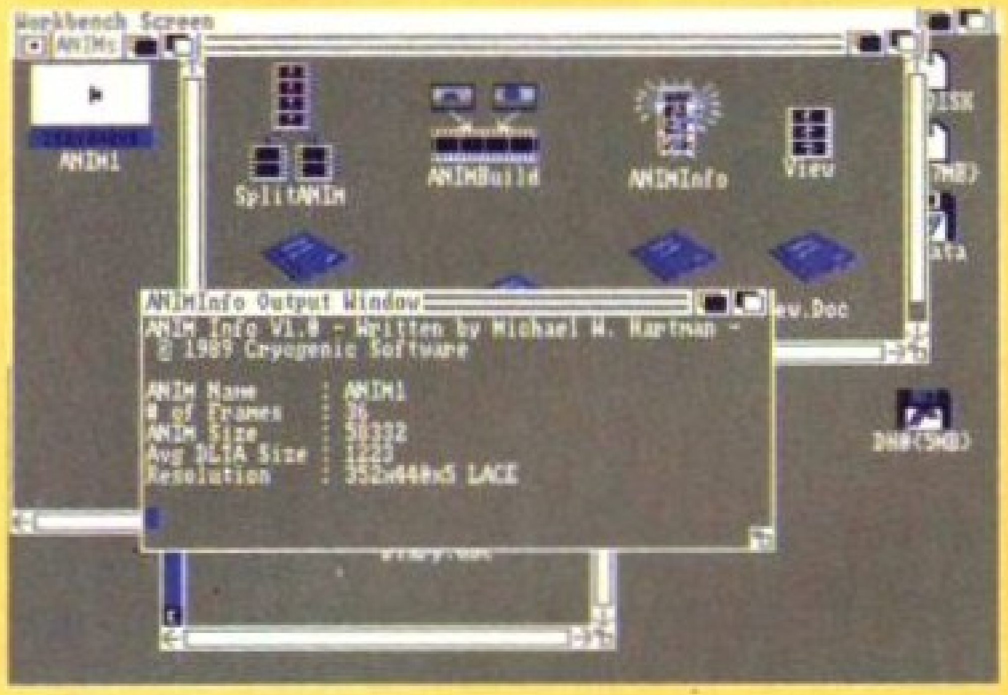
Once the ball has left the blue pipe, pick it up and place it next to the red platform. Now you need to put a platform next to the blue pipe, but the blue one has run out of moves. A problem? Not really...



Once the ball has entered the blue pipe, pick up the red platform and put it to the right of the blue pipe. The ball should now roll out of the pipe, across the red platform and drop on to the safety of land. Hurrah!

ANIM UTILS

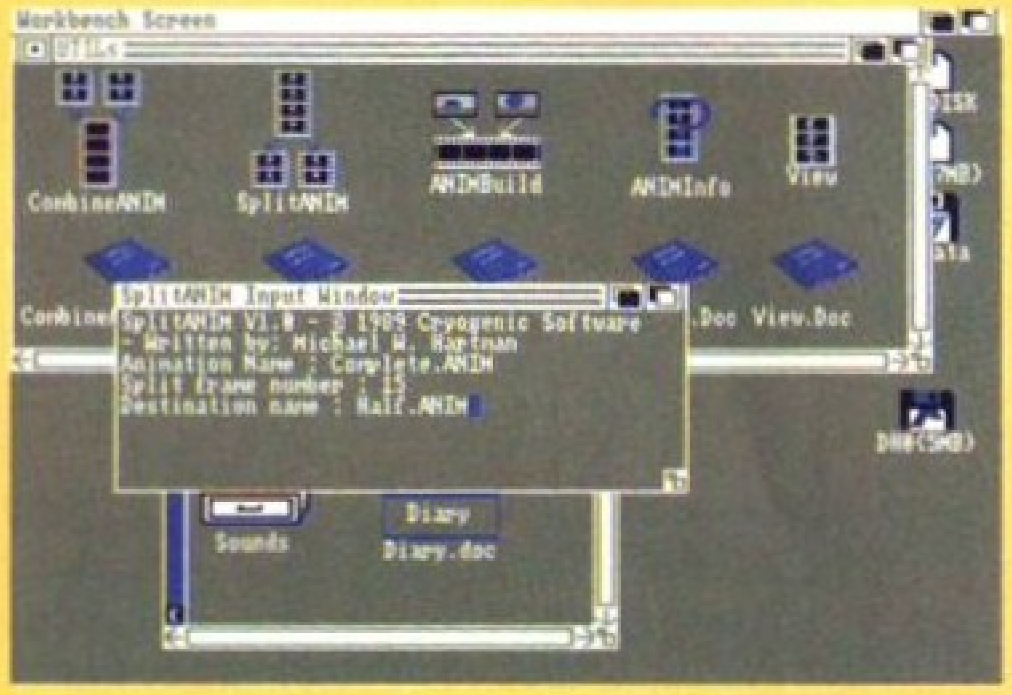
As a little bonus, there are some extra animation utilities on both coverdisks. Here's **Pat McDonald** to explain what they do.



AnimInfo is dead handy when you want to find out some of the nitty-gritty details about an animation. Statistics like the resolution, number of frames, and size of the anim pop up in a handy-to-read window.

To use it, simply click once on the *AnimInfo* icon, hold down [Shift], and click down twice on any anim icon. This procedure is called extended selection.

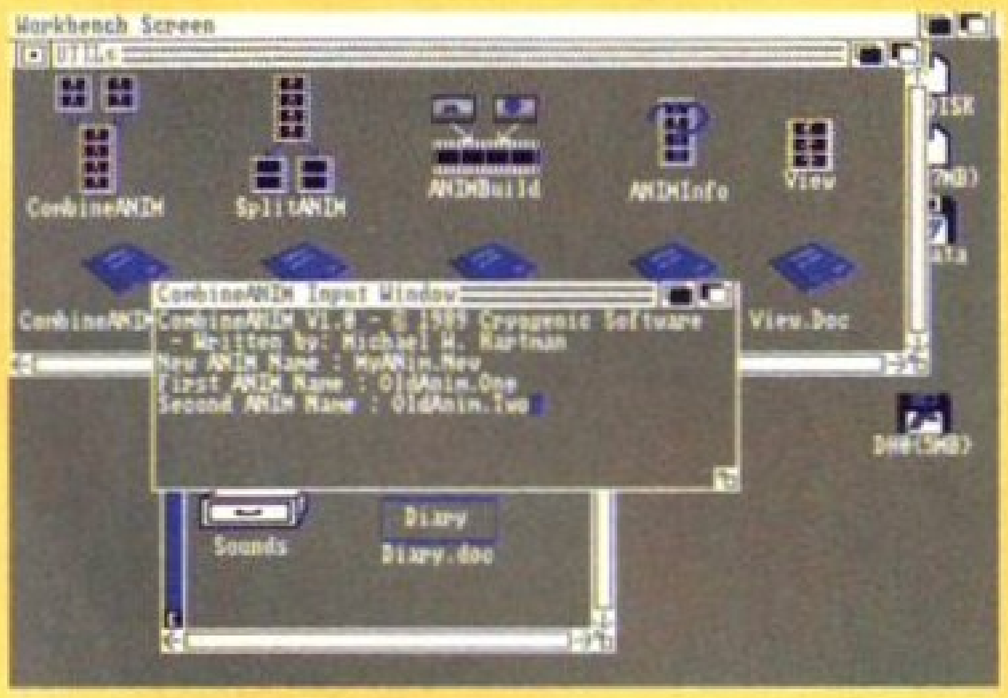
Once the computer has read the *AnimInfo* program and examined the animation file, it will put up the details in a window. This stays on the screen for about 10 seconds – plenty of time to read it.



SplitAnim can separate different parts of a single animation into two separate files. Although a bit clunky in usage, it's quicker than using *DPaint III* or *IV* and then doing it by hand.

It's very similar to *CombineAnim* in usage. The difference is that a number has to be entered – that is, the number of frames to put into the first animation. The remainder are automatically put into the second.

SplitAnim is handy when you come across an animation that is just too big to fit into your Amiga. It really does help when working with large anims.



CombineAnim is particularly useful if you have quite a lot of memory. It takes two small animations and joins them together into one animation file.

Be warned that the animations must be of the same resolution and number of colours. Also, you must specify the full path name of the animations.

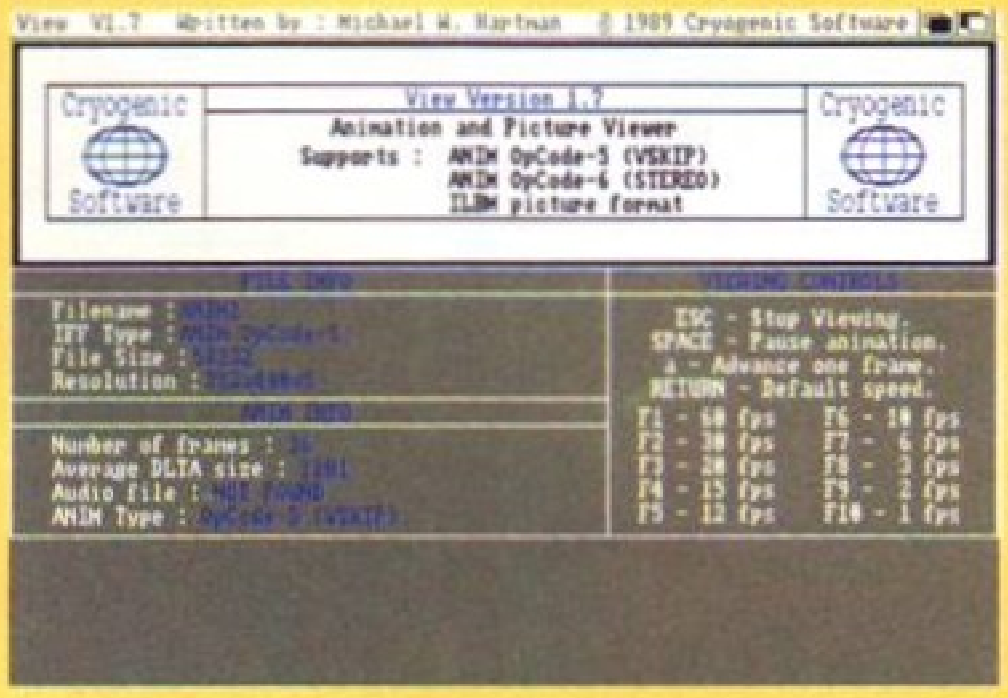
That is, you have to type in the name of the disk that the anim is on, followed by a colon, any directories that the anim is nested in (followed by a slash) and then then name of the anim. If the program cannot find an anim, it will give an error message.



BuildAnim is quite a useful utility if you don't have access to *Deluxe Paint III* or *IV*. It can create a single animation file from a series of individual IFF frames. Remember, they must all be in the same resolution and use the same number of colours.

Using it is pretty straightforward – all you do is enter the name of the final animation and select all the different frames of the anim using the file requester.

Be warned that it is quite slow when actually creating the final animation, but it is fast enough when you are entering the individual file names.



View is the most useful utility on the disk. It displays animations and can be run from its icon or through the CLI (to create self-booting animation disks).

Using it from the icon is pretty simple – click on it once with the left mouse button and hold down [Shift]. Click twice rapidly on an animation icon with the left button and the program will read and display that file.

As well as displaying standard Opcode 5 animations, *View* can also cope with Opcode 6. This is not a standard, but is used occasionally with 3D animations created for use with the X-Specs 3D viewing system. You may come across the occasional anim of this type.

WHAT IS THE DIARY UTILITY?

The diary utility is designed to be a simple message writer which will remind the user on bootup of important events that day. The user can enter the messages by using any text editor (Ed on the Workbench disk will do at a pinch). When you boot up your system the Diary message writer program will be executed and the messages will be displayed in the current CLI/Shell window.

The Diary program should be called up from the sys:s/startup-sequence. In order to call the Diary utility and run it successfully the following commands should be added to the sys:s/startup-sequence file before the `endcli >NIL:` line at the end of the script.

```
date >ENV:dt
assign messages: sys:messages
Diary
wait 10
```

The lines above work as follows:-
`date >ENV:dt` **– The command gets the system date and stores it in the ENV: directory in a file called dt.**
`assign messages: sys:messages` **– This command tells the system where the messages: directory can be found. In this case it is on the boot-up disk (SYS:).**
`Diary` **– This runs the Diary command to display the messages.**
`Wait 10` **– Gives the user 10 seconds to read any messages.**

You can use any text editor to input the messages – I'll assume you are using Ed. Boot up Workbench, open a Shell or CLI and type:-

```
Ed Messages:dd-MMM-yy
```

dd stands for the day the message is to be displayed, MMM stands for the month the message will be displayed, YY stands for the year the message will be displayed. It is worth noting that the format is the same as given by the Date command. When MMM is entered, the first letter should be a capital. Also note that the month must be three characters long, for example:-

```
ed Messages:24-Jun-92
```

The above would set up a message to be displayed on 24 June 1992. Now that you have got the date right, you can enter your message. It can be any length you like.

While doing this sort of thing, you may want to display a message every day – for example, each Wednesday. In that case, the message should consist of:-

```
external Messages:Wednesday
```

The external command tells Diary that the next line is the name of a file to display, stored as usual in the Messages drawer. When you have finished entering your message, press [Esc], then [X], then [Return]. The message will be written to disk. If you boot up the machine on 24t June, that message would be displayed, as well as another message called Wednesday.

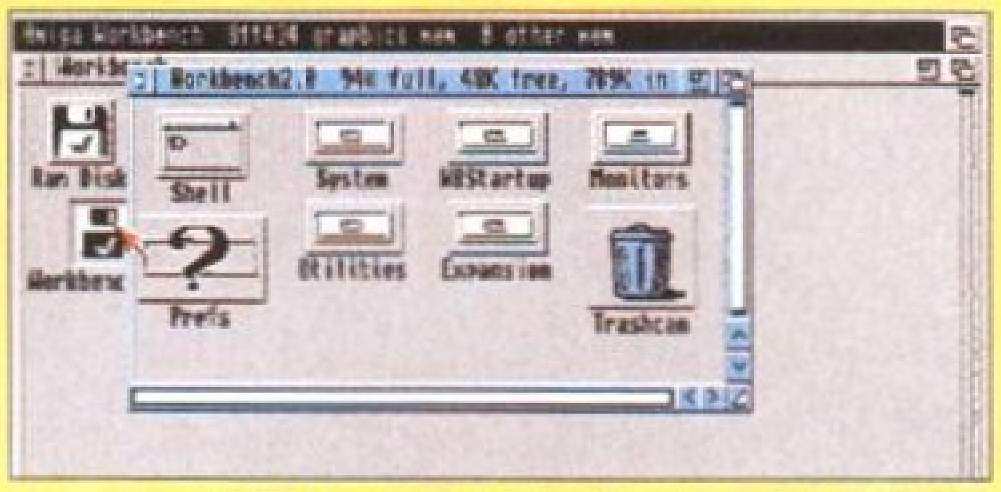
This program is shareware, which means if you use it regularly then you should send a small donation to the author, whose name and address are the only readable bits of information contained in the Readme document. Sorry about that – try loading it into *Protext*.

Using Your **Coverdisk**

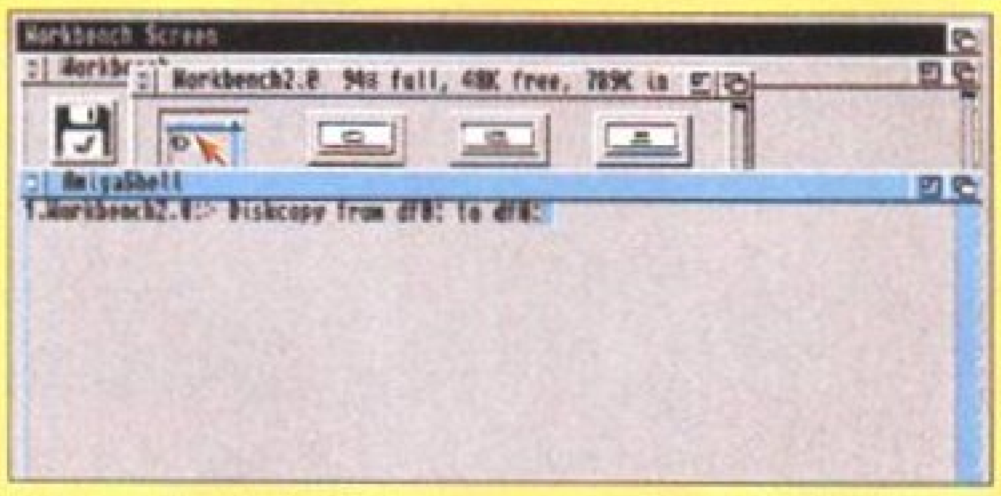
1. Always write-protect your disk. Move the tab so that a hole is showing.
2. Copy the coverdisk and use the copy, not the original. This may sound like a complicated task, suitable only for techno buffs, but it's surprisingly simple to do. Just follow the copying instructions given below.
3. Read the instructions when using the programs.

Backing up your Disk

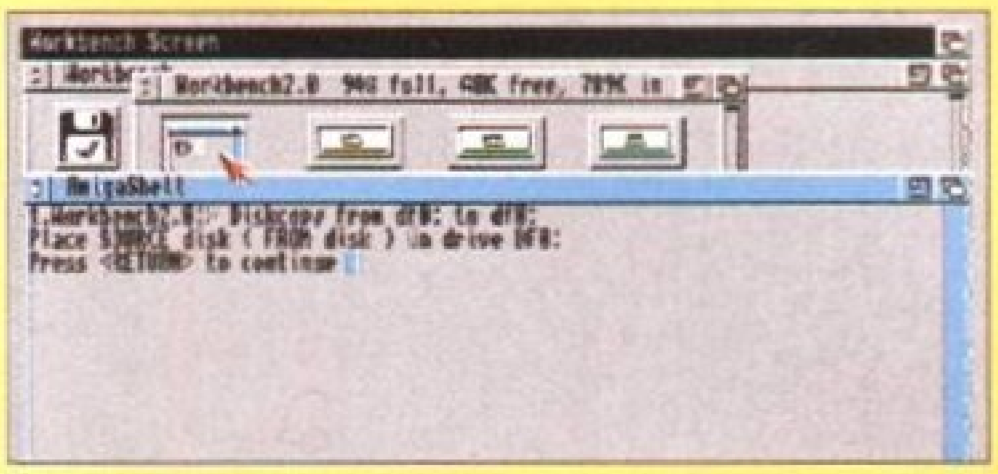
There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think. Just follow these simple steps…



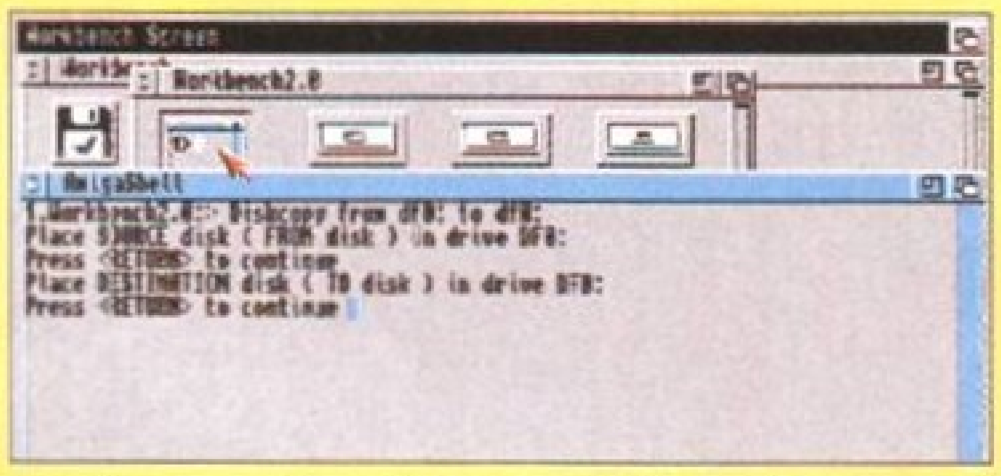
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



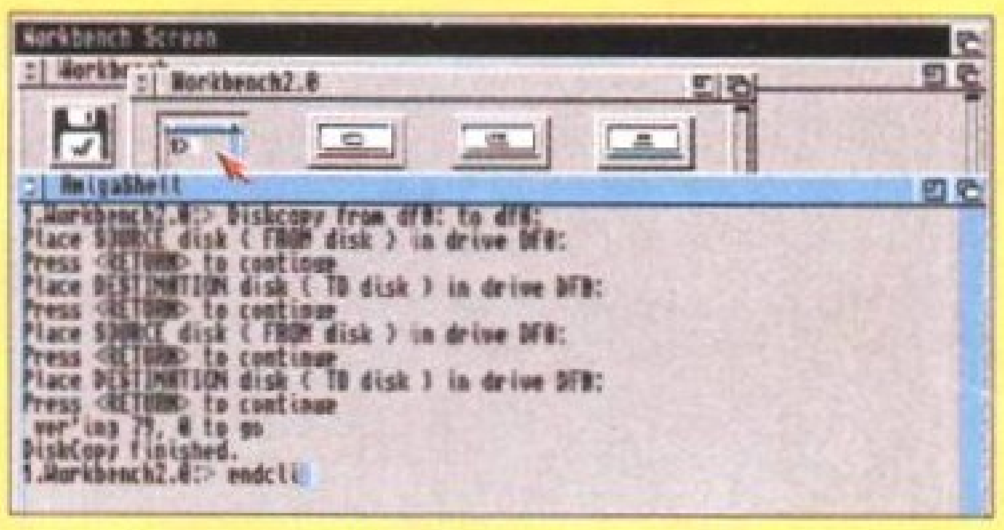
2 When the Shell window appears and the drive light is out, type in:
`Diskcopy from DF0: to DF0:`
and press [Return].



3. The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the coverdisk in the drive and press [Return].



4. Wait for a while and it will read all the information off the coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put the disk you want to copy your coverdisk on to in the drive and press [Return. Note that the disk does not actually need to be formatted all ready.



5. Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says 'Diskcopy Finished' just type in:
`endcli`
to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

DISK PROBLEMS?

If you have a problem with the disk – and you're sure the disk is in full working order – then you may need a little help. If you ring us on any Tuesday and ask to speak to Pat McDonald, he will do his best to help you. Please understand, giving this sort of advice is time-consuming and we are very busy people, so only call if you really have to and do be considerate if we can't talk to you just then. If the problem is particularly complex it is better to send it to us in written detail. It will then be dealt with in the Workbench pages of the magazine.

BE CAREFUL!

We do our best to check that the programs on the ***Amiga Format*** Coverdisk are simple to use and have no known viruses. We cannot usually answer complex telephone queries on the software (see the Disk Problems? box) and we do not accept liability for any consequences of using the numerous programs that are on the disk.

COPYRIGHT

Unless it is specifically stated, the programs on the coverdisk are not in the public domain and the copyright remains with the author of the program.

Because some of the programs on the Coverdisk are not PD, selling or distributing them without the author's specific permission is an infringement of copyright.

Disk not working?

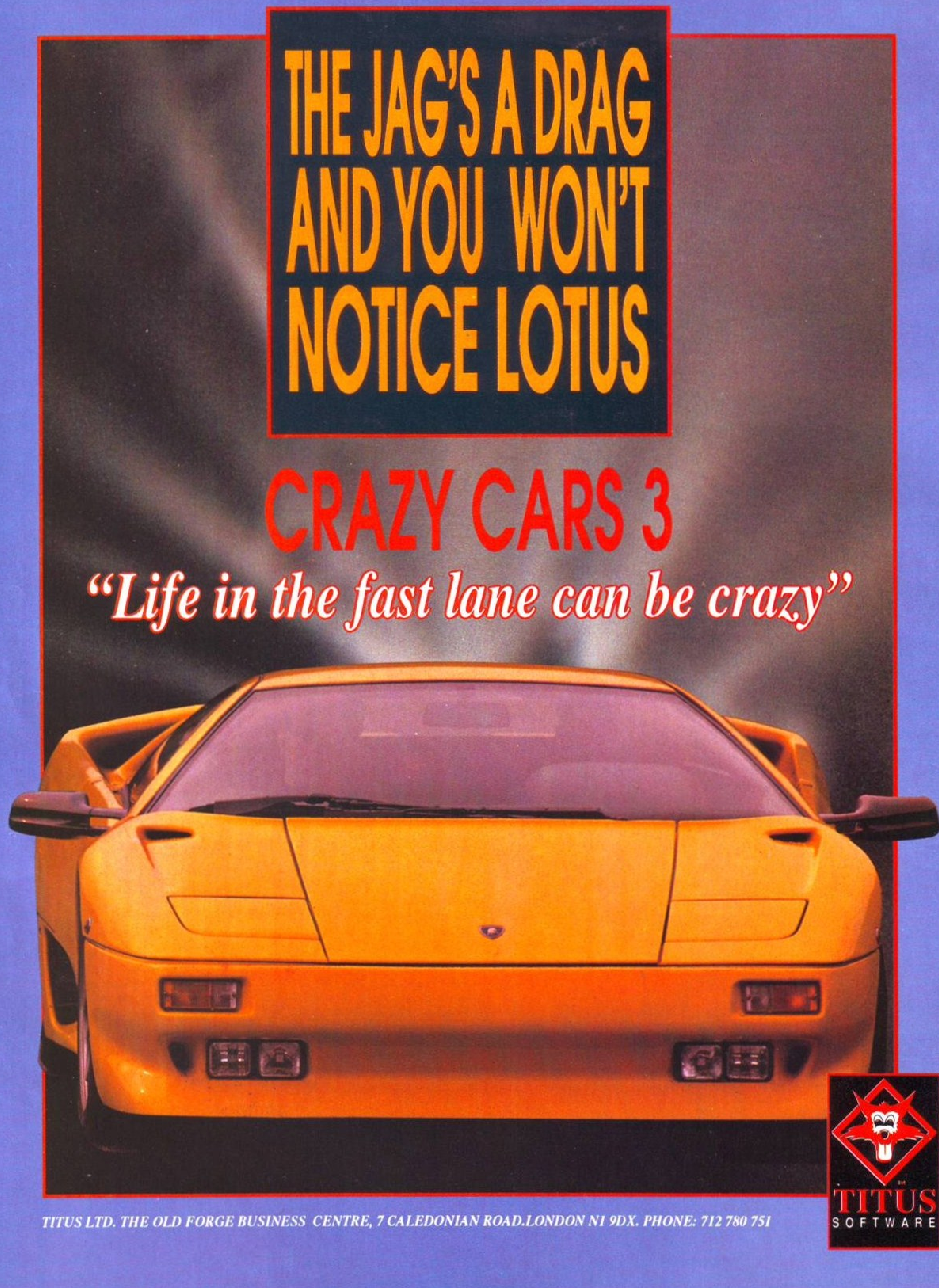
We duplicate more than 440,000 disks every month. Out of all of these, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

First try using the *DiskDoctor* utility on your Workbench disk to rescue it before sending it off for a replacement. Full details of *DiskDoctor* can be found in the user manual that came with your machine.

However, if your Coverdisk is faulty, you should send it back INCLUDING AN SAE for a free replacement within a month of the cover date to:

***Amiga Format* August Disk**
DisCopy Labs
Unit A, Westmarch
London Road
Daventry
Northants
NN11 4SA

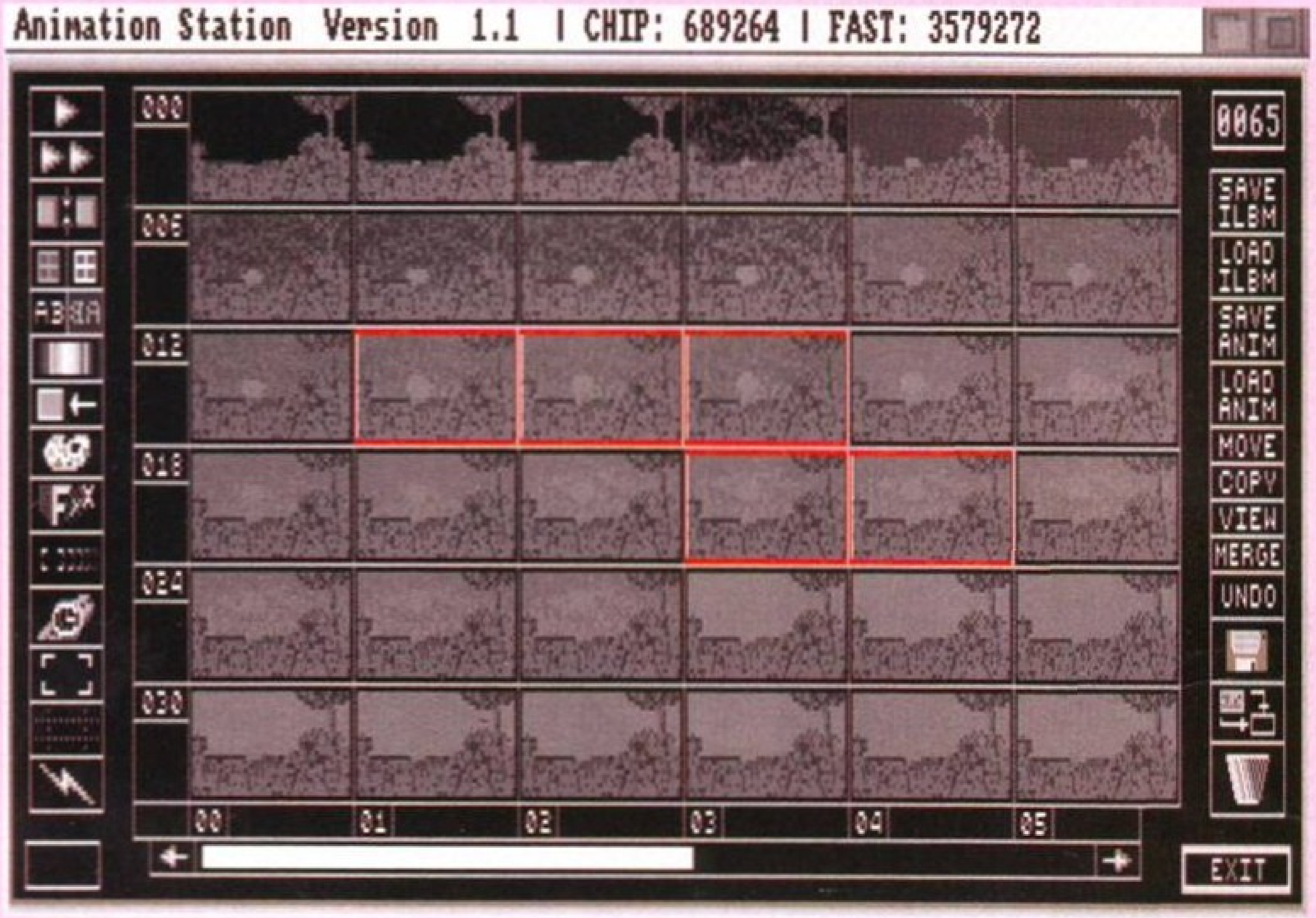
Remember to include that stamped, addressed envelope!


THE JAG'S A DRAG
AND YOU WON'T
NOTICE LOTUS
CRAZY CARS 3
"Life in the fast lane can be crazy"
TITUS
SOFTWARE
TITUS LTD. THE OLD FORGE BUSINESS CENTRE, 7 CALEDONIAN ROAD.LONDON N1 9DX. PHONE: 712 780 751



Animation made easy!

Show Disney a thing or two with Animation Station, our latest **Amiga Format** Collection program. **Jason Holborn** shows you just how easy it is to bring your computer movies to life.



With *Animation Station* you can edit existing animations and even create new ones from separate IFF picture files.

MOST COMPUTERS CAN animate on-screen graphics in one form or another, but none can touch the Amiga for its movie-making facilities. Armed with nothing more than a paint package, a few good ideas and this month's ***Amiga Format*** Collection program *Animation Station*, you too can create animations with an ease that would have turned Walt Disney absolutely green with envy.

Animation programs certainly aren't anything new on the Amiga (*Deluxe Paint* has been spinning logos and morphing figures for years now), but *Animation Station* is rather unique in its approach. Like a traditional animator, *Animation Station* presents you with a storyboard – this is a very powerful means of displaying animation files that shows each frame within an animation as a mini representation of its true self. All these 'cameo' images are strung together in the order that they will be displayed, almost as if you were viewing a roll of film.

What makes *Animation Station* so special, however, is the ease with which it enables you to pull together separate picture files (stored as IFF format) into an animation. Once they've all been loaded into their own separate 'cells', you can then cut, copy and paste individual (or groups of) frames to your heart's content. *Animation Station* also gives you considerable control over the timing of each individual frame – you can prolong a single frame for several seconds. This is particularly useful as it can be used to cut down on the number of frames you need to draw.

You can pull together picture files from just about any source imaginable, including ray tracing packages, solid modelling programs and even our two ***Amiga Format*** Collection paint packages *SpectraColour Junior* and *The Graphics Workshop*. If you've got a digitiser, such as Rombo's excellent Vidi Amiga, you can even link together a series of digitised frames for the ultimate in animated realism. As with *DPaint*, you can add characters to blank frames simply by loading them as IFF brush files. Then, using *Animation Station*'s powerful Brush Move facility, your characters can be brought to life with ease.

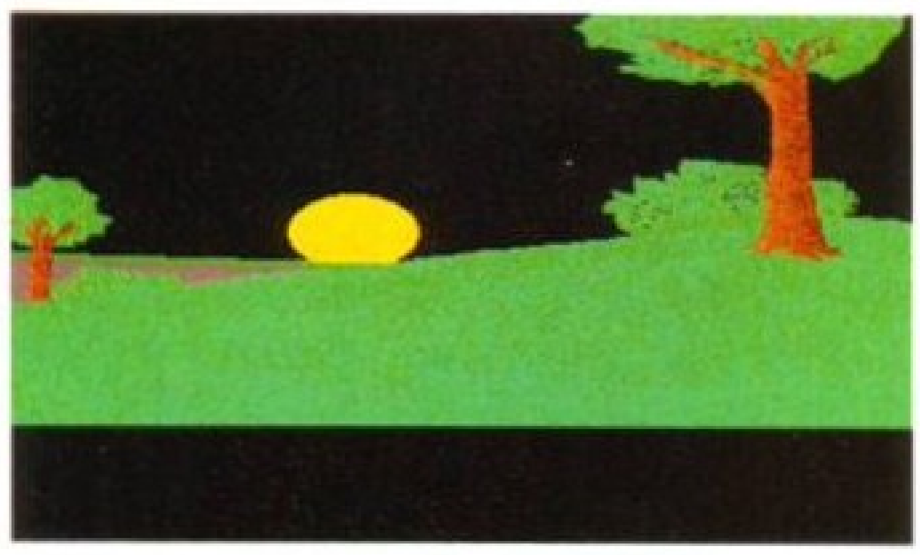
Animation Station also offers some features by which you can apply special effects to either individual or a group of frames. Simply by marking out the frames that you wish to apply the effects to, you can then add mosaic (makes the pixels chunkier), flip frames, scroll a series of frames progressively across the screen and even add motion blur (this only works on HAM images though).

If you've got an existing animation that you're not completely happy with, you can also load that into *Animation Station* and rearrange frames. Turn the page for details on how to start animating.

GETTING STARTED

Animation Station will work on just about any Amiga provided that you have at least 512k of RAM. More memory is definitely recommended, however, as you will find that animations tend to swallow great chunks of it. A megabyte of RAM is your best bet (working with anyything less is likely to severely frustrate your creative endeavours), but more Mbs are even better.

The files you'll need are spread across both of this month's coverdisks. On the first disk you'll find the main program and a demo animation called 'SunRize'. On the second disk you'll find an extra animation and a series of IFF picture files that can be pulled together to form an animation.

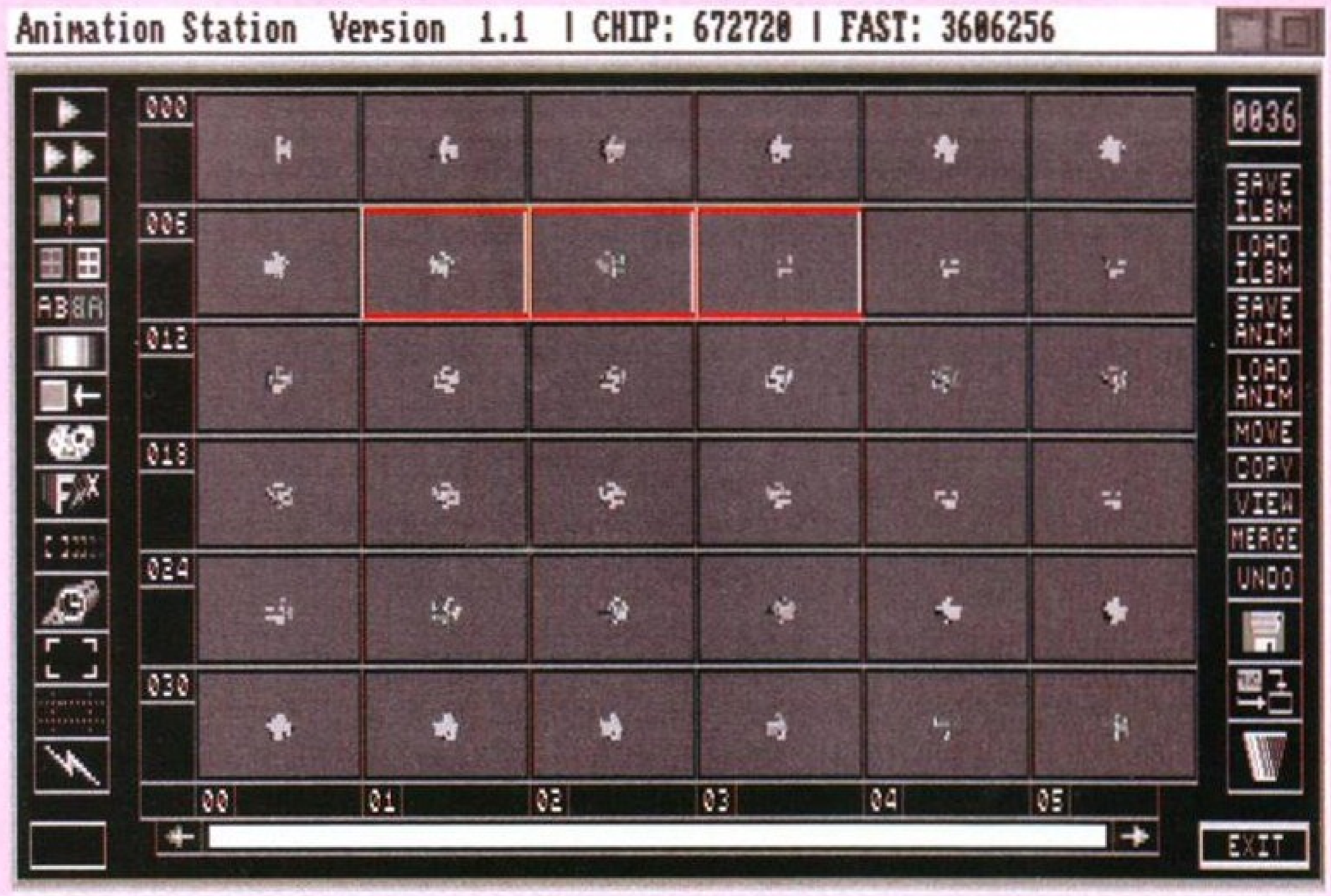


Here's one of the simple animation files that you'll find on the coverdisk.

Because we're giving away such a huge program, we've had to take into account a few space considerations – that is, the coverdisk containing the *Animation Station* program doesn't actually contain Workbench, so you'll have to start off by loading Workbench from a separate Workbench disk (both 1.3 or 2.0 versions are fine). If your machine is a little short in the RAM department, then turn it off before loading up Workbench to free up memory occupied by other programs.

Once Workbench has loaded, remove your Workbench disk and insert your *Animation Station* disk. When the *Animation Station* drive icon appears, double-click on it with your mouse pointer and then just wait for the disk contents window to appear. Locate the *Animation Station* icon (it's the one that has a pair of scissors cutting through a roll of film) and double click on it. The disk takes a few seconds to access, then program will load and you're all ready to make that bid on the latest batch of Oscars.

Animation Station at a glance



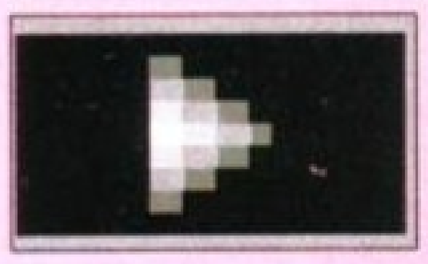
The icons which control *Animation Station* are arranged down the sides of the main screen.

ONCE YOU'VE LOADED up *Animation Station*, you'll be greeted by a monochrome screen containing a series of icons running down either side of it. If you press the right mouse button, you'll notice that the program doesn't have any pull-down menus. Instead, all the program's numerous operations are accessed from these two sets of icons.

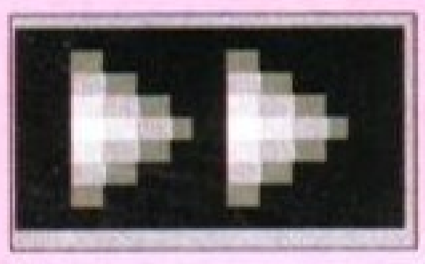
In the centre of the screen is the storyboard, which displays each frame of an animation in miniature. If you've just loaded *Animation Station* and no animation is currently loaded, then the storyboard will be completely blank – all you'll see is a series of boxes. As the animation starts to build up though, these boxes will slowly but surely fill up with miniature representations of your animation's frames.

Don't feel threatened by this screen – it may look rather bewildering to start with, but you'll be surprised at just how simple *Animation Station* is to use.

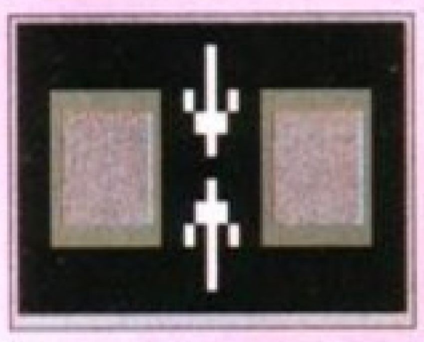
All of *Animation Station*'s operations are accessed from a series of icons that run down either side of the screen. Here's a quick rundown of what they do.



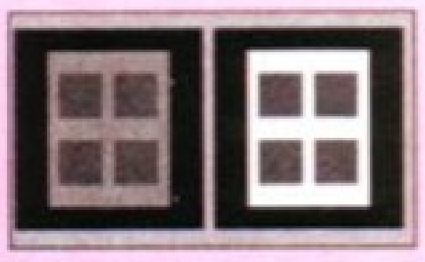
Play If an animation is currently being edited, then a single click on this icon is all that's needed to view it. *Animation Station* will continuously play your animation until you either press the Escape key or click the left mouse button. When the animation is halted, you'll be taken straight back to the work screen.



Fast Play If you wish to ignore the time settings that you've assigned to a particular set of frames, then click on the Fast Play icon. This will force *Animation Station* to play the animation at full speed. Once again, either press Escape or click on the left mouse button to return to the work screen.



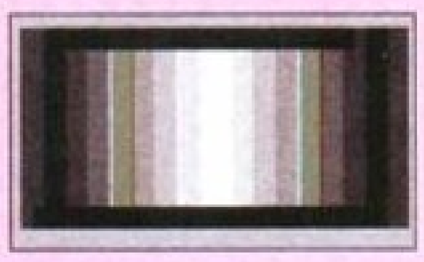
Insert Frames The Insert Frame icon is used (not surprisingly) to insert blank frames between a set of existing frames. Note that this function won't load in the image for the new frame – all it does is create a blank that can then have a frame loaded into it. To insert a frame, click on the frame that lies either directly before or after where you wish the new frame to appear. If you want the new frame to be inserted before the selected frame, then click on the right-hand side of the icon. To insert after the selected frame, click on the left-hand side of the icon. To insert multiple frames, just keep clicking on the icon until you've got enough blank frames.



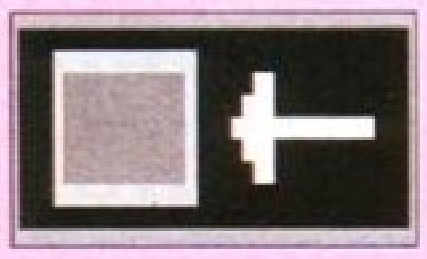
Select All/None If you need to select all the frames within your animation, click on the right side of this icon. Clicking on the left will do the opposite – all selected icons will be deselected.



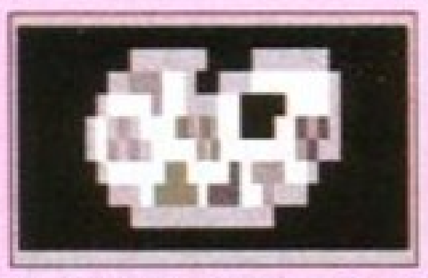
Mirror The mirror function is used to reverse a series of selected frames. All it does is swap the last frame with the first, the second from last with the second from first, and so on.



Grey Scale The grey scale function converts every frame within a colour animation to 16 greys.



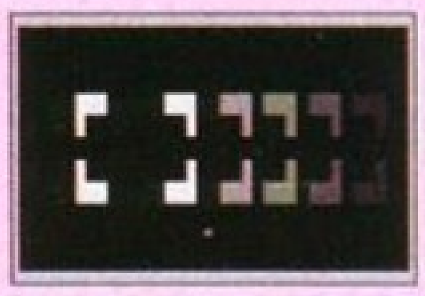
Append at End The append function is used to attach a picture on to the end of an animation. Note, however, that this function will only work if you have already loaded an external picture file into *Animation Station*'s picture buffer using the 'Load ILBM' option (discussed later). If no animation is currently in memory, the program will simply put this picture into the first three frames of a new animation (all animations within *Animation Station* must have at least three frames).



Colour Palette As its name suggests, the palette icon enables you to change the colour palette of either an individual frame, a series of selected frames or the entire animation, depending on whether you have selected any frames for it to modify. Clicking on this icon will bring up a colour palette requester containing the entire palette of the selected frame, frames or animation.



Special Effects The special effects function enables you to apply a number of effects to an individual frame or a set of frames. Note that you must select at least one frame for this function to work. When you click on this icon, a requester will appear which contains a series of effects gadgets – Flip (flips the frame), Scroll (scrolls a frame in four directions), Mosaic (pixelises a frame) and Size (reduces the size of a frame).



Brush Move After loading an external brush with the 'Load ILBM' option, the Brush Move function will enable you to bring it to life within a series of frames. Any picture that is smaller than the resolution of the current animation is considered to be a brush. Alternatively, you can use the 'Grab Brush' icon to cut out a section of a frame for use as a brush.

Clicking on the Brush Move icon will bring up a requester containing a series of gadgets. In the centre of this requester is a scaled down representation of the entire frame with a small rectangle in the centre of the screen which is your brush. Using the icons 'Next' and 'Prev' will advance you back and forth through your animation and the brush can be placed by clicking on the screen at where it is to appear within each frame.

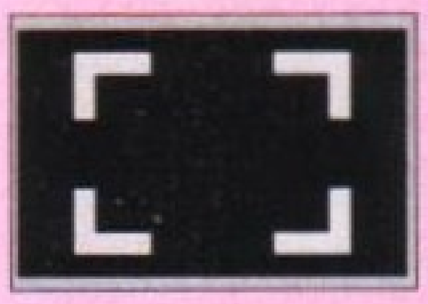


Timing Timing information can be set for individual or whole groups of frames by clicking on the Timing icon. As an added benefit, you can also assign sampled sounds to an individual frame – something that even *DPaint III* can't handle!

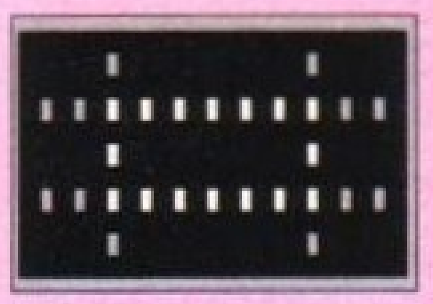
To access the timing requester, select a frame from the storyboard, click on the timing icon and the requester will appear containing a number of gadgets. At the top of the requester is a Timing string gadget with which you can specify how long the frame is to be displayed in jiffies (1 jiffy = 1/50th of a second on a

PAL machine). If you therefore specify a time of 60, the frame will be shown for exactly one second.

Up to four sampled sounds can be assigned to a frame by clicking on one of the four channel gadgets. To load a sample, click on one of the four channel labels ('Fore#1', for example). If you click on a foreground channel, the sound will be played once. Click on a 'background' channel, however, and the sound will play continuously.



Grab Brush The Grab Brush icon enables you to cut out any rectangular section from a selected frame for use as a brush. Once selected, the brush can then be moved around using the 'Brush Move' option.



Crop As its name suggests, the crop icon enables you to remove a rectangular section from either a single frame or a series of frames. To use it, select a frame (or a series), click in the crop icon and the first frame in the series you have selected will be displayed. Then, using the mouse pointer, mark out a rectangle. If you draw the rectangle starting from the upper left-hand corner, the area outside the rectangle will be removed. If you start the rectangle from the bottom right-hand corner, the area inside the rectangle will be removed.



Fast/Storyboard Mode If time is of the essence, then switching to fast mode will speed things up because cameo representations of each frame will not be made, although this will make your animation somewhat harder to visualise. Clicking on the icon again will take you back to the normal storyboard mode.





Save/Load ILBM Not surprisingly, these two gadgets are used to load and save individual frames stored in standard IFF format. If you wish to save a series of frames as separate IFF files, select each frame and then click on the SaveILBM icon. *Animation Station* will then append a number to the end of each file so that you know in what order they should run.





Save/Load ANIM These two functions are pretty self explanatory. With them you can load and save animations to and from disk in standard IFF ANIM format. The files that *Animation Station* generates can then be displayed using a standard animation display program.



Move One or more selected frames can be moved from their current position within the storyboard to a new position using this function. Select the frames that you wish to move, then click on the move icon. Move the mouse pointer to the first frame that you have selected, click and hold the left mouse button and drag the frames to their new position.

One thing worth noting is that *Animation Station* will automatically delete the old frames and paste them over the top of any frames that exist within the cells that the copied frames are being moved to.



Copy The copy icon is used in the same way as the Move icon (as discussed in the previous column) except for one major difference – whereas the Move icon actually deletes the frames that you are moving from their original position, the copy icon simply makes a second copy of any selected frames and will leave the frames that you have copied from in their original position.



View The view icon is used to view one or more selected frames within your animation. Once you've selected the frames you wish to view and have clicked on the view icon, the first selected frame will be displayed. To advance to the next, click on the left mouse button. To exit to the main work screen, press the Escape key or space-bar.

Alternatively, you can view an individual frame by double-clicking on its cameo within the storyboard. Pressing the left mouse button will send you back to the work screen.

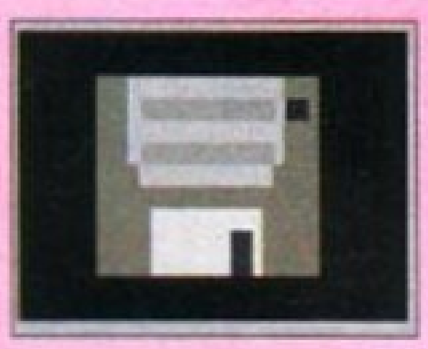


Merge If you'd like a single frame placed into either the background or the foreground of an existing animation, the merge icon is what you'll need. First you must load the image to be merged into *Animation Station*'s picture buffer. Next, click on the merge icon and a requester will appear. There are four options: Quick (merges the picture without modifying the palette), Smart (calculates a new palette that best matches the existing contents of the frame and the image to be merged), All/Selected (merges image with either the entire animation or a range of selected frames) and Front/Back (places the image in the foreground or background).

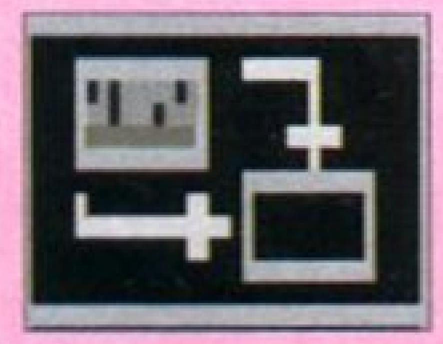
If you're merging an image with a HAM animation, the merge function will automatically use the smart option. You can, however, fade in the merged image by setting a slide gadget. A value of zero gives the background precedence, while a value of 15 will give the foreground precedence.



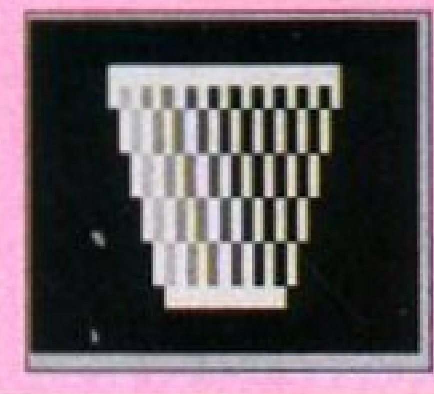
Undo When the Undo buffer is active (depending on the amount of RAM that you have), clicking on Undo will discard the most recent change to the animation.



Disk Info The disk info options brings up all sorts of useful information about any drives currently attached to the system.



Clear Frame You can delete the contents of a single frame or group of frames by selecting them and then clicking on the Clear Frame icon. Note that this option does not remove the cells containing them, it just deletes their contents and thus leaves them blank.



Delete Like the Clear Frame option, the delete icon deletes frames. However, this time it deletes the cells that contain them too. Make sure that you have selected frames first!

ADVANCED USES

Once you have gained some confidence in using *Animation Station*, try experimenting. The most powerful feature is the Merge option – this can be used to put one animation as a background, and use another one for the foreground action.

There are other things that you can do too. Adding sound effects on specific frames really boosts the atmosphere of an animation – life and movement are the important elements, but little things like sound count as well. Don't get carried away – sound effects take up plenty of memory, and running out of memory is the biggest bugbear to animators.

The really important thing to remember about animation is that it gobbles memory with a voracious appetite. Do not be too ambitious if you have a 1Mb Amiga, as doing more than a dozen colour frames can start taxing such a machine.

The manual states that at least 1.5Mb is recommended for serious usage, although you can't really have enough memory when working with animations. It's best to see what you can do with what you have got.

Here are a few tips for getting the best performance out of modest Amiga setups. Don't be afraid to break these rules, but if you follow them then your animations will have more frames, and therefore more moving detail.

1) Do not use HAM mode. Apart from taking up more memory than pictures with less colours, HAM mode slows down the Amiga by quite a degree. Feel free to experiment, but expect to run out of memory very quickly. Avoid the high-resolution mode for the same reasons.

2) Interlace mode (doubling the number of vertical lines) is desirable because animations look better when video taped, but double the size of animations. Best avoided unless you want to video your animations.

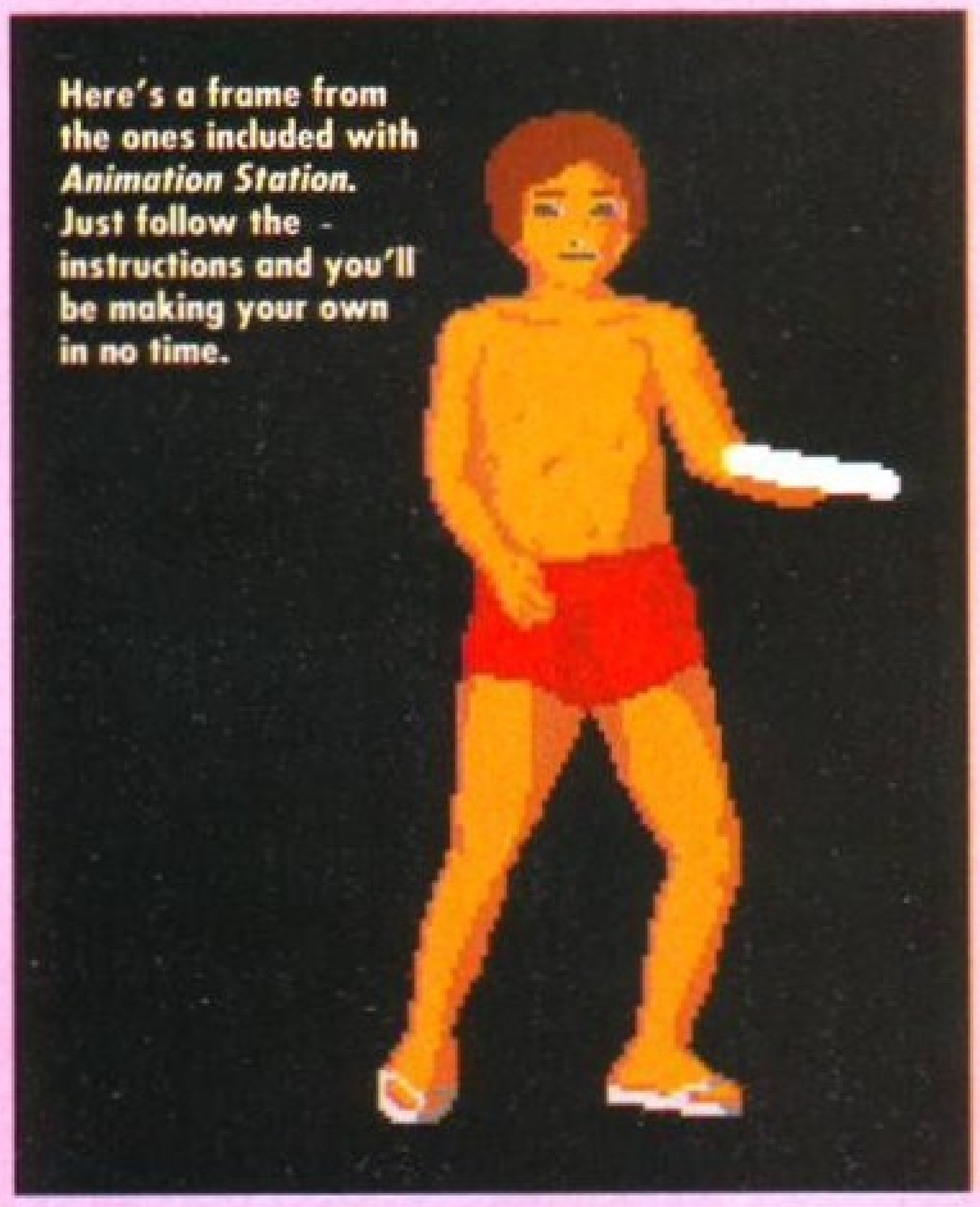
3) Overscan (pictures the same size or bigger than the area of a TV screen) looks very effective, but they add something like 40 per cent to the size of animation files.

4) Do make the most effective use of colours. There's no point using 32-colour frames if you only use four or five colours on each. Be very spartan with different colours – the more colours a picture uses, the bigger it is.

Finally, if you have been following the Beginners (issue 30-36) series, you should find it's not too difficult to make a self-booting animation disk. Instead of Vilbm, use the View program on the second coverdisk. If you have trouble with this, watch out for next month's issue when the subject will be covered in detail.

Your first animation

Take those first exciting steps into computer animation with our Animation Station tutorial. Animation has never been so easy!



Here's a frame from the ones included with *Animation Station*. Just follow the instructions and you'll be making your own in no time.

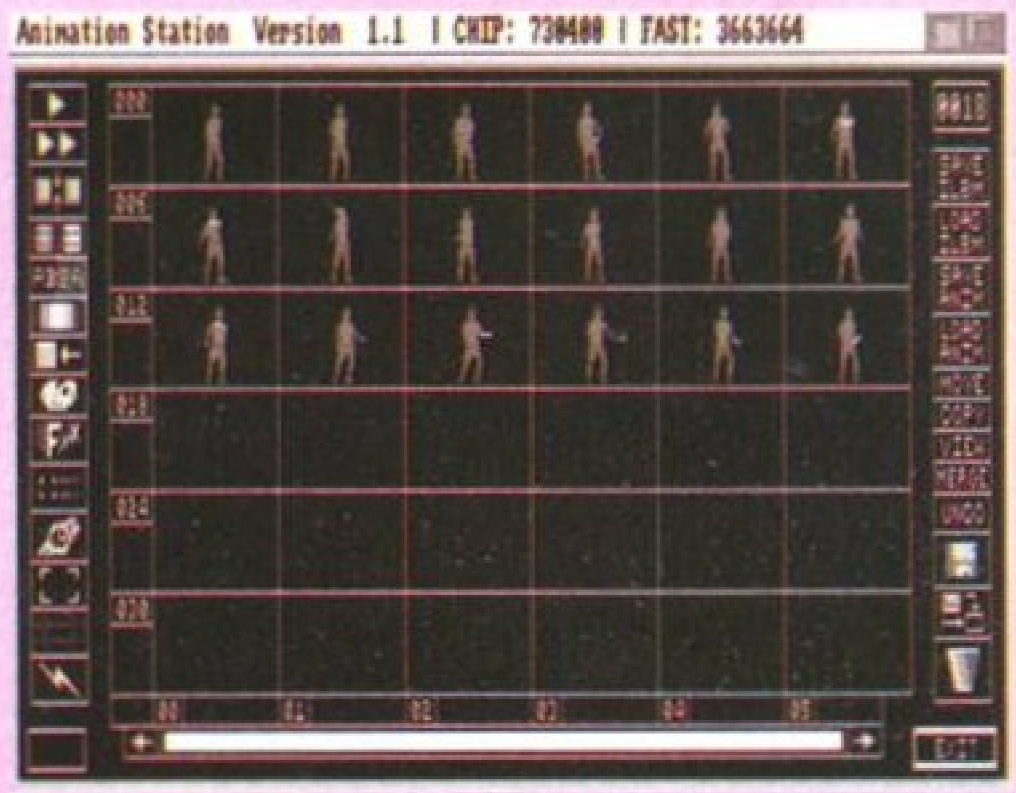
1 Before we can start building an animation, you'll need to load up the program. Start by booting up your Amiga from your Workbench disk and then replace it with your *Animation Station* disk and double-click on the *Animation Station* icon. After a few seconds, the program will load.

2 You'll be presented with the *Animation Station* work screen. As we've only just loaded the program, the storyboard in the centre of the screen will be empty. At this point, you can either load an existing animation or create your own. For the sake of this tutorial, let's create an animation from scratch.

3 Normally you would have to create each frame individually within a separate paint package such as *DPaint*, but – in true *Blue Peter* fashion – you'll find a whole series of IFF pictures on your second coverdisk which you can use for this tutorial.

4 To start with, we need to load in some frames. Click in the Load ILBM gadget and a file requester will appear. At this point, *Animation Station* will prompt you to insert the disk named AS_Data. Remove your *Animation Station* disk and insert your second coverdisk. After a while, the directory will appear and you'll notice a whole series of frames called 'Frizbee.n' where 'n' is a number. Because we don't want to load just a single frame (we want to load all the Frisbee pictures), click within the FILE string gadget and enter 'Frisbee'. Press return and *Animation Station* will start to load the pictures into memory.

5 After a while, the screen will fade away and you'll be presented with a requester asking you whether you wish to create a storyboard file. Click on OK and *Animation Station* will continue. After a couple of minutes, all the frames will be loaded into memory and placed into the storyboard complete with mini representations of each frame.



If you play your animation and it's too fast, clicking on the left mouse button will take you back to the storyboard.

6 At this point you can view the animation by clicking on the Play icon. You'll notice that it is currently too fast, so we need to slow it down a bit. Click the left mouse button and you'll be taken back to the main screen.

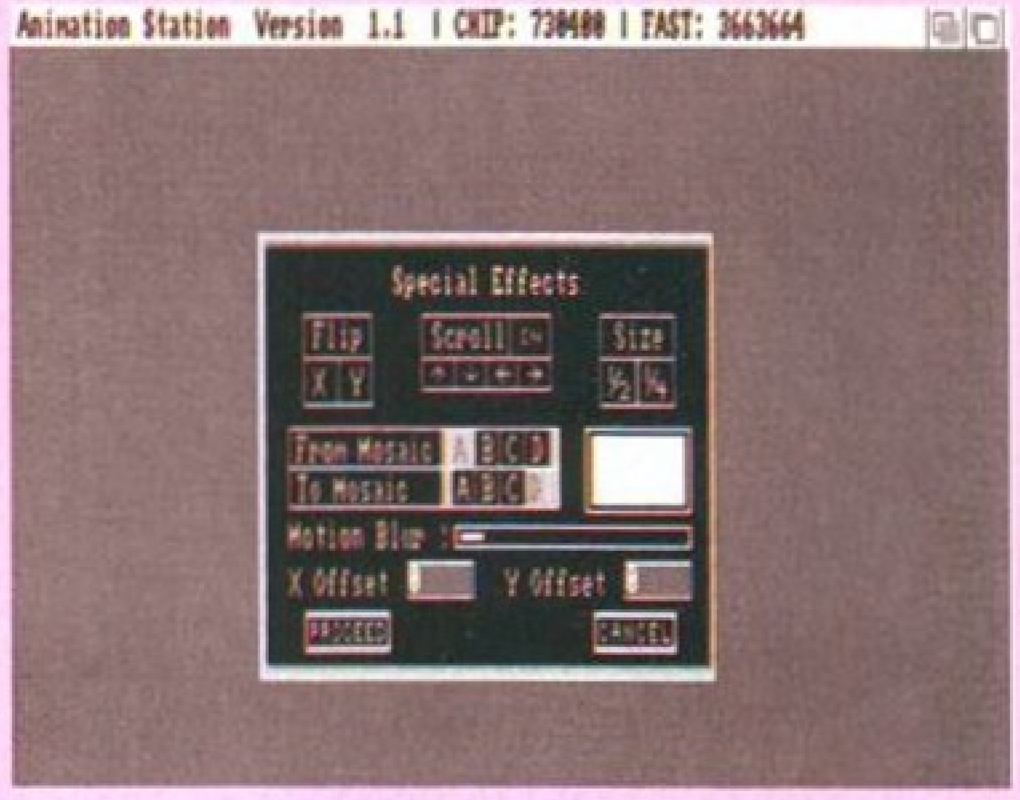


When you have to modify the timing, click on Select All and then the TIming icon.

7 To modify the timing of each of the frames, we need to start by selecting all the frames within our animation. To do this, click on the Select All gadget and all the frames will then be highlighted in red. Next, click on the Timing icon and the timing requester will then appear. Click within the Timing string gadget, enter a value of five and press Return. Now click on the All gadget and then on Proceed. We have now assigned a timing value of five to each frame within our animation.

8 If you'd like to view the animation at its correct speed, click on the Play gadget once more. Once you've seen enough, click the left mouse button again to return to the main work screen.

9 Now that the speed is correct, let's apply a mosaic effect to the first 10 frames. Click on the Select None gadget and then select the first 10 frames by clicking on each with the mouse pointer. You'll notice that each will be highlighted red. Now click on the Special Effects gadget and the special effects requester will appear.



When you have to modify the timing, click on Select All and then the TIming icon.

10 For the From Mosaic option, click on A and then click on D for the To Mosaic option. Then click on Proceed and *Animation Station* will apply the mosaic to the selected frames. It will then display each frame in turn and apply the mosaic to them one at a time. This does take time, so twiddle your thumbs for a bit.

11 Once *Animation Station* has completed the mosaic effect, you'll be returned to the main work screen and the program will then update the storyboard sequence accordingly. Once this is done, simply click on Play again to view the changes that the mosaic effect will have applied to the animation. Once again, a single click on the left mouse button will stop the animation playing.

12 Now let's try reversing the whole animation. Click on the Select None gadget and then click on the Select All gadget. Once again, all the frames within our animation will be selected. Now click on the Mirror gadget and you'll notice that *Animation Station* swaps all the frames so that the first frame is the last and so on. After a few seconds, you'll be able to view the animation in reverse by clicking on the Play gadget.

13 Now let's try cutting out a couple of frames in the anim. Start by deselecting all the frames with the Select None gadget and then select frames six, seven, eight and nine. Once this is done, click on the Delete icon. A requester will then appear asking you whether this is what you really want to do. Click on OK and the frames and the cells that contain them will be deleted. If you play the animation through now, you'll see that your frisbee thrower snatches the frisbee back almost instantly.

15 Now that your animation is complete, you can save it on to disk in standard IFF ANIM format. Click on the Save ANIM icon and then save it to a blank disk. You now have your first animation – I hope you feel proud!

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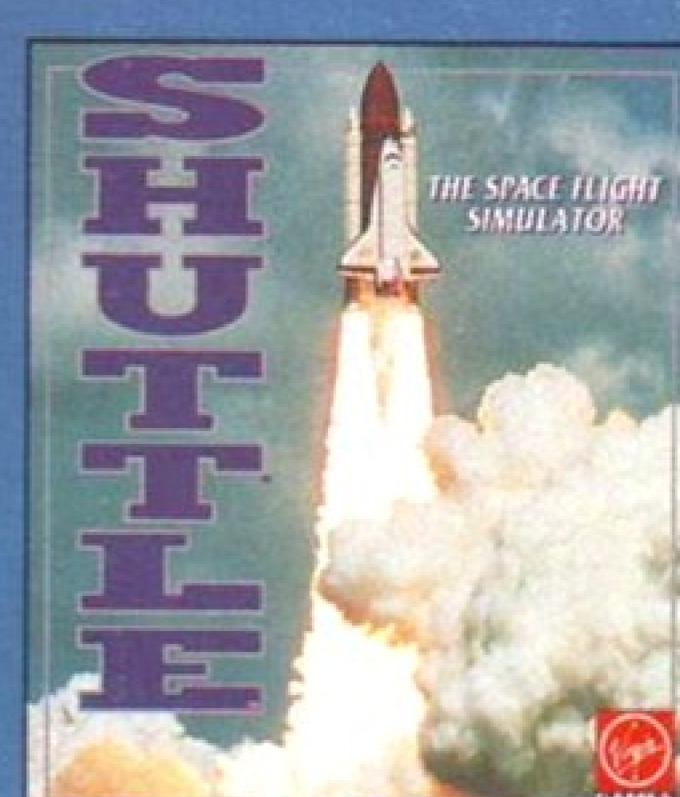


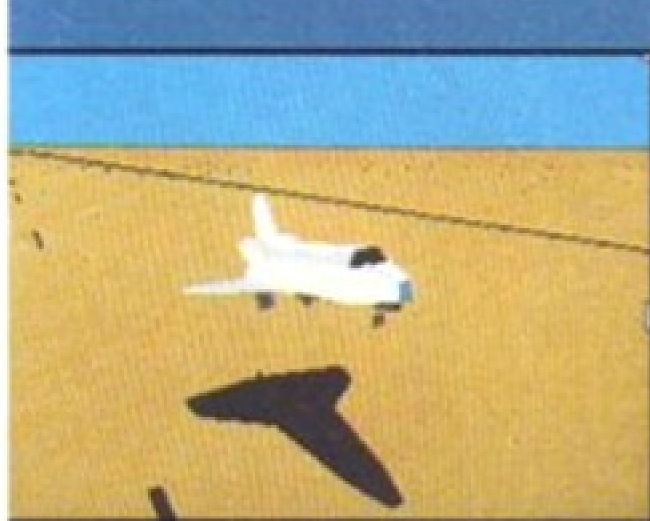
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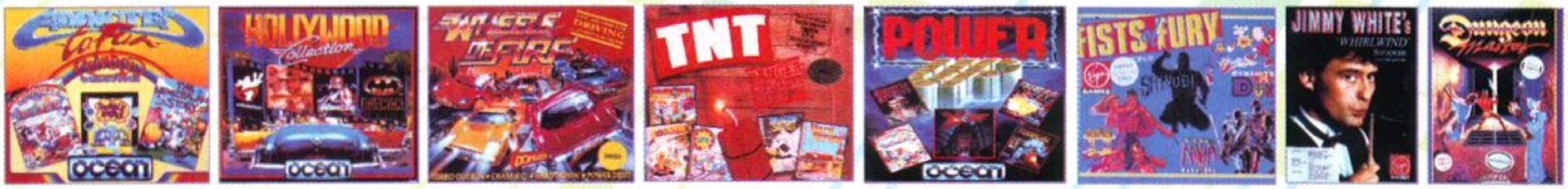




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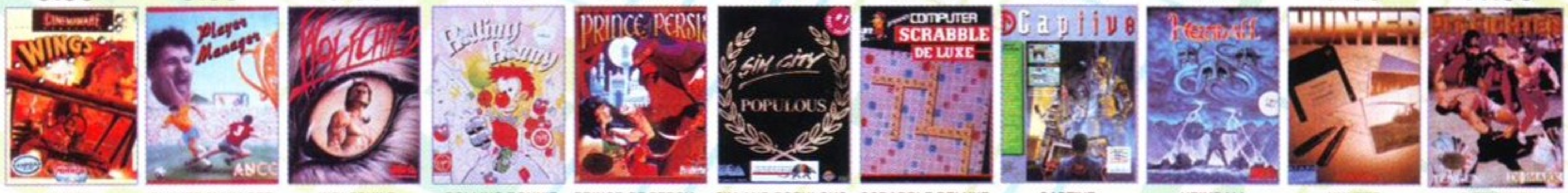
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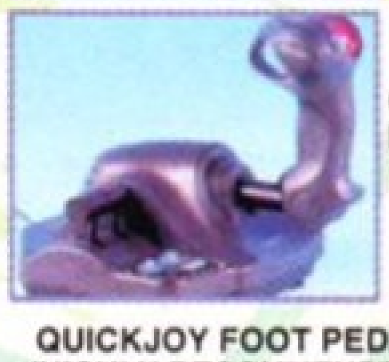
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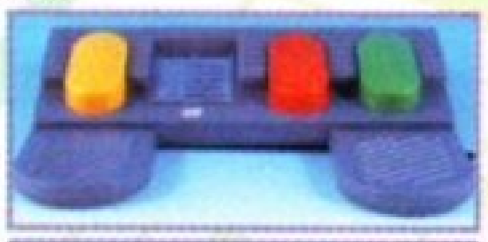
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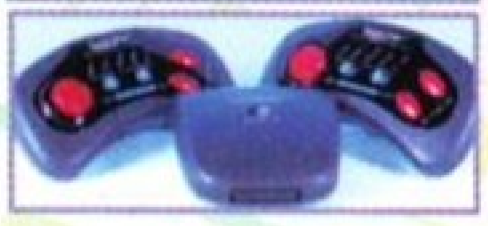
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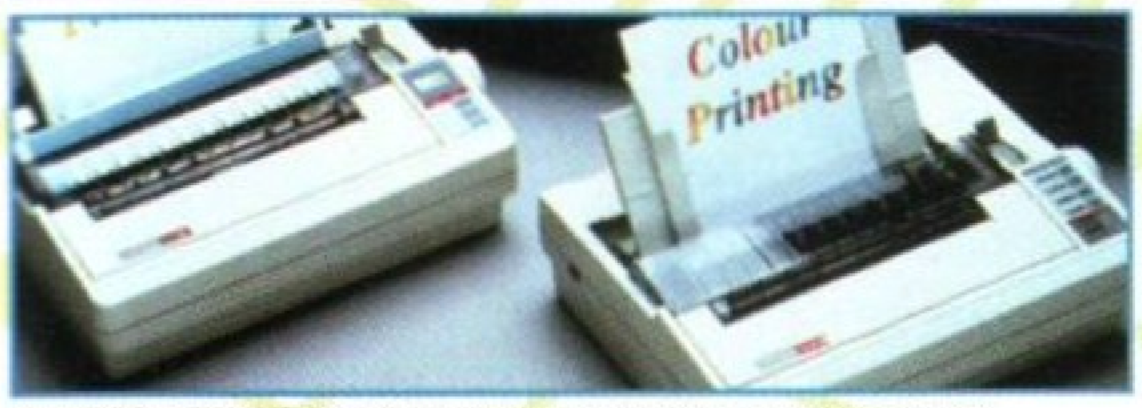
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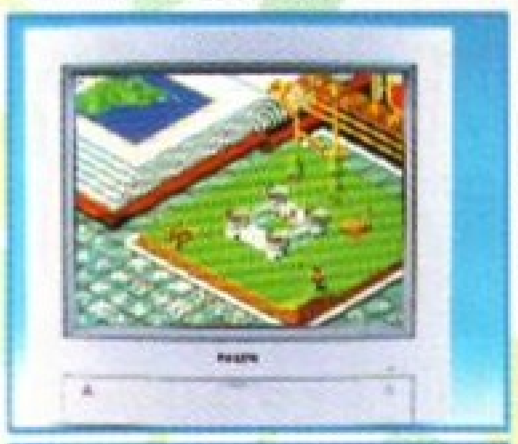
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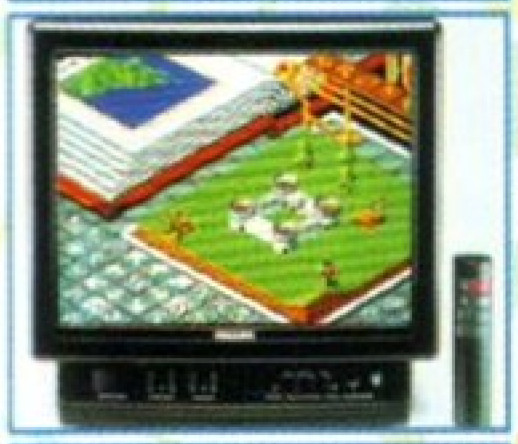
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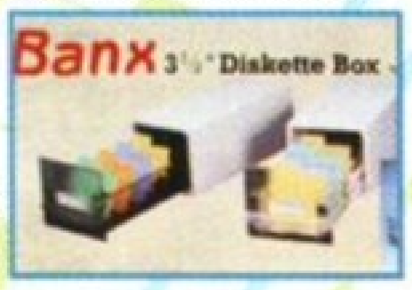


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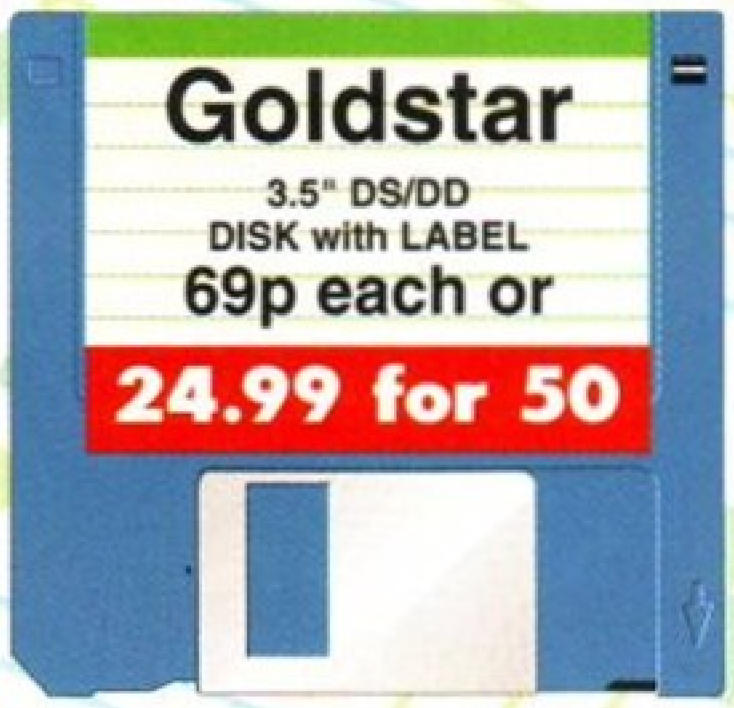
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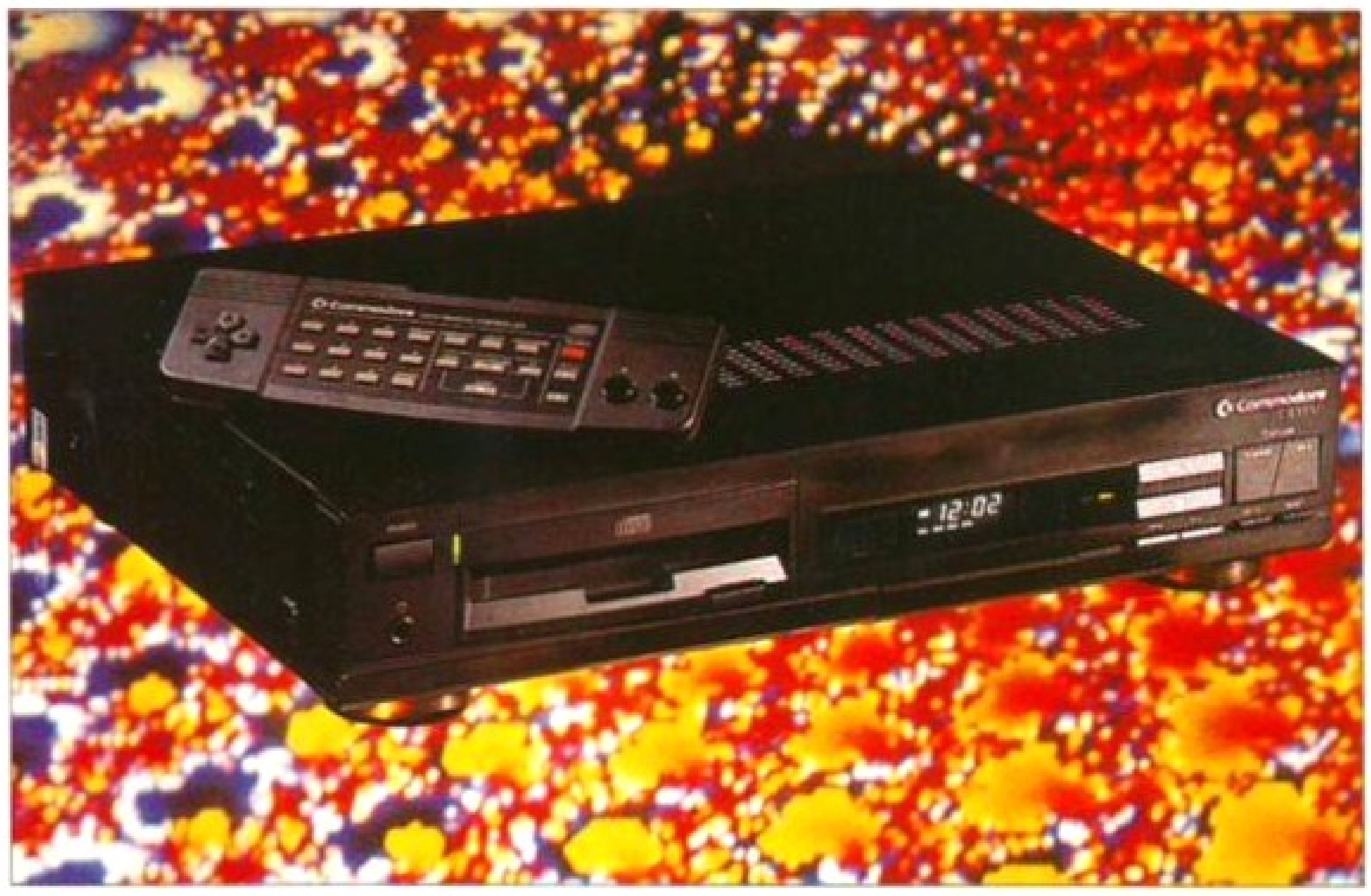
CDTV finally becomes an Amiga

Commodore have at last conceded the fact that the CDTV is an Amiga by releasing it in a pack with a keyboard, a second disk drive and a mouse. Hopefully it also includes the Workbench 1.3 disks, though this wasn't mentioned on the initial information Commodore supplied to us.

The bundle is known as The Multimedia Home Computer pack and was launched at the Multimedia Show in June. It will retail for £600, which is £100 more than a normal CDTV would cost. Usually, a keyboard in matching CDTV black would cost about £50, a disk drive similarly colour-coded would be around £80 and the mouse would retail for around £50, so there is a distinct saving involved.

Even more significant in financial terms is the upgrade deal. A500 owners will be encouraged to take advantage of a special upgrade offer of £200 off the pack – £400 in total. Presumably this will involve handing over your A500. It sounds like quite a reasonable offer compared to the £300 potential cost of buying a CD-ROM drive as an add-on to the Amiga.

The only potential complication is the compatibility of the CDTV with Amiga software when it is used as an Amiga. The slightly different architecture and particularly a different kind of ROM chip mean that the CDTV is not 100% compatible with Amiga software. We also wonder, does this mean the death of the A570 CD-ROM drive, which still stubbornly refuses to be ready for release?



It's an Amiga – the CDTV is finally to be bundled with a keyboard, mouse and disk drive.

Amiga 2000 replacement could feature new multimedia chip



The 2000 will be replaced by a new Amiga in late 1992.

Rumours circulating for months about a new Amiga have just had a new twist. Atari, whose 16-bit, 512K ST was for a long time a close competitor to the Amiga 500, are releasing their own machine which is believed to have a very close specification to the new Amiga.

The two might compete very strongly in terms of price and features and, from what we have heard from other sources, it even seems likely that both will include a brand-new 'multimedia chip'. This chip is the Motorola DSP56001 and is a 'digital signal processor'.

We've heard that two new Amigas are likely to be called the A800 and A2200, and will feature a brand-new version of the custom chip set, giving the Amiga a stunning new graphics and sound specification.

The new custom chip set has been under development for a good while – it was shown in an early form to developers along with Workbench version 3 over a year ago – but it remains something of a mystery.

The strongest rumours suggest a graphics chip that will provide an 8-bitplane 256-colour display from a 16-bit 65,536-colour palette, compatible with the PC Super-VGA standard. The ability to mimic PC standards would seem to be a priority, with the latest Workbench release containing a licensed version of the CrossDOS program so that PC disks can be read in an Amiga drive.

The most likely use for the Motorola chip would be to provide an invisible interface to adapt to other graphics standards, so an Amiga equipped with it could easily be upgraded to a 24-bit display.

Other favourite rumours about the A800 are that it will include the new high-density disk drive and that it will have a 68020 or 68030 central processor. At the moment, all this is speculation, but Commodore US have promised: "We have plans to introduce a number of new Amiga models this year." October will be the earliest.

Commodore repair centre has ceased trading

FMG, the firm that operates Commodore's officially approved National Repair Centre, "ceased trading" on Wednesday June 17. Commodore appointed another firm to carry out repairs under warranty the very next day, but anyone who has an Amiga at the NRC could have problems getting it back.

We contacted Commodore's customer services department, who provided us with a full explanation of what to do if your Amiga is with FMG. Inevitably, with the legal processes normally associated with the closure of a business it could take some time before you'll see your Amiga again.

You'll need to call Commodore's Customer Services on 0908 368222. They will ask you to leave details as follows: your name and address, a daytime phone number, what equipment you have in for: repair, the FMG seven-figure identification number for your order, the date you sent it in and also your machine's serial number.

Commodore currently say that they have "no information on the release of equipment", and it seems likely that it could take a while to get your machine back. Once you've left the above details, Commodore will telephone you as soon as they hear anything.

Commodore appointed WANG to cover repairs under warranty the day after news about FMG broke. If your Amiga needs repair under warranty, contact WANG on 081-847 2223. Commodore are currently "looking at the range of other operations" – out-of-warranty repairs and extended warranties.

Change at the top at Commodore

In a surprise move, Commodore UK's managing director of many year's standing, Steve Franklin, is leaving his job to head up the European marketing effort on CDTV.

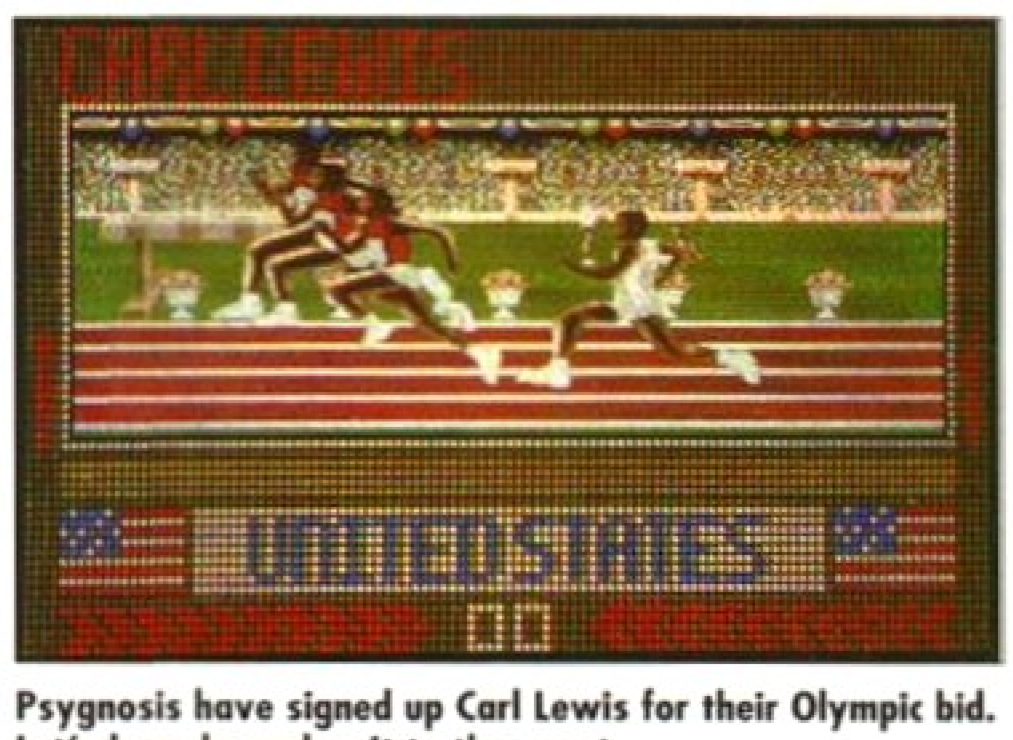
Steve Franklin is the man who assured much of the Amiga 500's success in this country with his policy of putting the Amiga into high-quality packs based around a big-name game. The first was the Batman pack and the most recent was the Cartoon Classics pack based around cult characters Bart Simpson and Captain Planet.

In between should have come the infamous Teenage Mutant Ninja Turtles, but that deal fell through. All the same, keying in on the top young people's entertainment characters has been a successful policy for the Amiga and is expected to continue this year with a new A600 pack.

Steve Franklin leaves to head up the European marketing effort on CDTV.

Kelly Sumner, who takes over as Commodore's managing director, is a favourite of the UK leisure computing industry and comes from the leisure side of Commodore's UK business, which should ensure that the Amiga will remain the company's main priority in this country. And that's certainly good news for all Amiga owners.

Go to the Olympics with Carl Lewis!



Psygnosis have signed up Carl Lewis for their Olympic bid. Let's hope he makes it to the event.

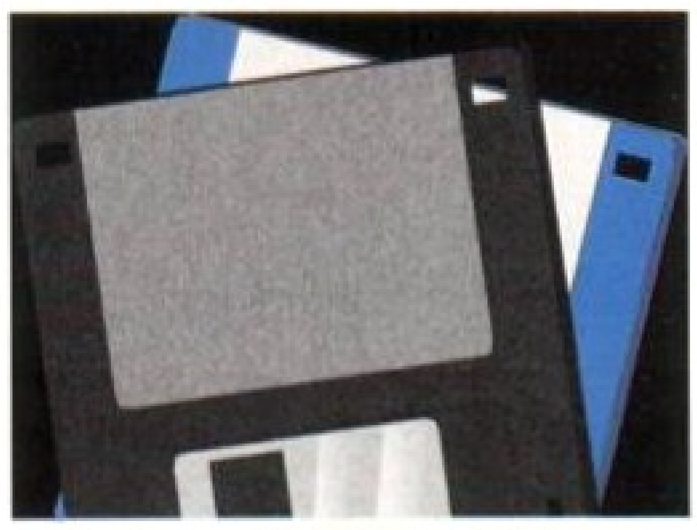
As the world warms up for Olympic fever, Psygnosis get off to a flying start by signing up Carl Lewis, probably the world's most famous athlete. Psygnosis are also offering a nice little extra to buyers of the game – a competition, the winner of which will get a trip to see the Olympics in person. There is also a number of neat runners-up prizes including a total of 27 one-year subscriptions to the world's best-selling Amiga magazine. Yes, that's this one!

If you fancy your chances, get down the software shop and check the game out quick: the Olympics aren't far away and so the competition closing date is imminent!

High-density disk drives will double your storage capacity

Rumours that the Amiga is to have a high-density disk drive have proved to be entirely fact-based. The new type of disk drive will be able to store twice as much information on a 3.5-inch floppy disk.

Confirmation of its arrival comes from the manual for Commodore's 386 PC bridgeboard, in which is stated: "Dual-speed high-density Amiga floppy drives can function as 720Kb/1.44Mb PC drives, and under Release 2 of the Amiga operating system can function as 880Kb/1.76Mb Amiga drives."



A high density disk is identified by a second hole opposite the protect tab.

Computers that already have high-density disk drives are Apple Macintosh and IBM PC-compatibles. High-density drives will use standard disks as normal, but they can also use double-density disks to store twice as much data – 800K doubled to 1.64Mb on the Mac, 720K doubled to 1.44Mb on the PC.

The Amiga high-density drive will double disk capacity from 880K to 1.76Mb and will certainly be available as an external disk drive. We are also willing to guess that it will be incorporated as standard internally in the new Amiga (see main story, previous page). It will only work with Kickstart 2 machines.

Whereas the normal Amiga disk drive has one head on each side of the disk (above it and below it), the high-density drive has two heads on each side. It can write twice as many 'tracks' of information on the disk, hence doubling the storage capacity.

Because the information is so closely-packed, only the finest grade disks are suitable for use in double-density drives. In a nutshell, what happens is that floppy disk manufacturers test all their disks and use the best as high-density disks. These are then distinguished not only by labelling, but also by a hole punched through the disk, exactly like the hole where the read-write protect tab sits, except it's on the opposite corner of the disk.

High-density disks are automatically recognised by a mechanical device in the drive that looks for the extra hole and Workbench 2's *Format* program will give you the choice of a low-capacity or high-capacity format when the disk drive recognises a high-capacity disk. However, a high-density disk drive has no problems coping with ordinary 880K-capacity disks.

Quite apart from the benefits of being able to store twice as much data on a disk, a high-density disk is good for the Amiga's credibility as a serious machine.



Taking the Amiga 600 seriously

Premier Micros believe the A600 might encounter some credibility problems because of its small size. But they reckon that their 'Centre' range of consoles will help it get taken seriously. The View Centre (£24.95) is a colour-matched, sheet-steel console that simply drops over the A600 making it look like a workstation and providing a solid base for a monitor, while the Control Centre (£39.95) also provides a shelf as storage. *Premier Micros 0480 300738*

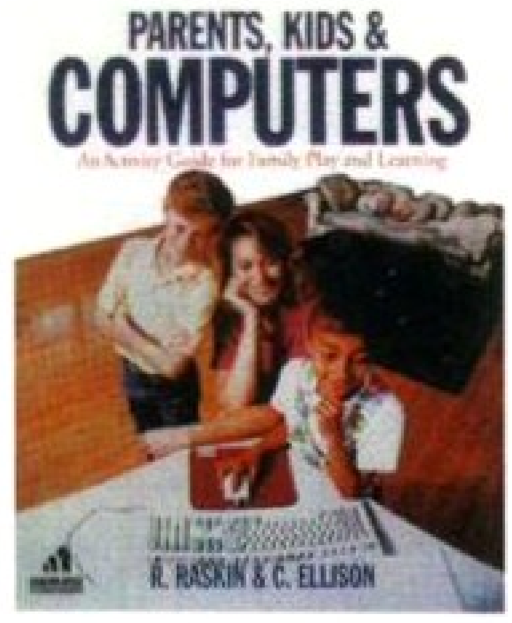
VIDEO MIXING GETS CLEVER

While a genlock will mix video pictures into a 'key colour' on an Amiga image (such as putting pop songstress Madonna into the blue background of your Workbench screen) the business of putting an Amiga image into a key colour on a video picture is much more complicated.

RocTec's new RocKey (£299 from distributor HB Marketing) is believed to be the first of its kind aimed at the Amiga market. It can Chroma key (replacing a selected colour with Amiga image) as well as Luma key (replacing areas of a certain brightness).

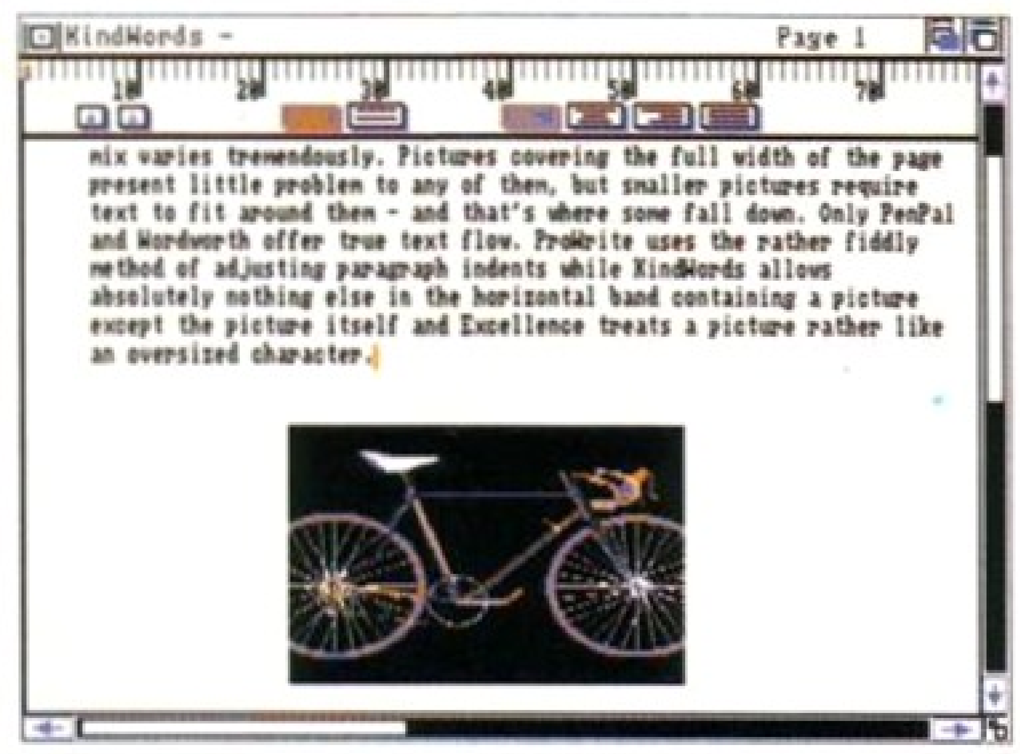
Jessops photo stores are also launching the RocKey this month and until September 1 are running a competition in which all buyers of a RocKey will be entered into a prize draw. Look out for it at your local Jessops store. *HB Marketing 0753 686000*

Booked in



A book release that no nuclear family (or any other type) should be without.

New book titles coming up in the autumn from publishers Random House include 'general interest computing' titles that may be of interest to Amiga owners, as well as some useful stuff for developers. *Parents, kids and computers* (£17.99, out September) is a guide to using your computer as a fun educational tool for all the family, while *Mastering CDs for Multimedia* (£43.99, out October) includes info on how to develop CD titles for all popular formats, including CDTV, and comes with a CD-ROM resource disc. ***Random House 071-973 9670***



A new version of *Kindwords* has been programmed by Digita, the company behind the successful *Wordworth.*

Words of wisdom

The popular word processor *Kindwords,* from The Disc Company, is to come out in a third version, written by the people who created *Wordworth. Kind Words 3* is consequently expected to be a big step in the right direction and should be good value at £50. A new version of *Wordworth* is expected shortly.

Grab this for value

Rombo are introducing a new variant on their top-selling digitiser range which promises extraordinary value for money. Vidi-Amiga 12 costs only £99.95, but will grab mono images in real time and colour images in less than a second, without any need for filters or an RGB splitter. Colour composite and S-VHS inputs are provided, display resolutions up to 640 by 512 are supported and screen modes include HAM, EHB, 16 or 32 colours, 262,000-colour HAM-E mode, various mono shades and a 256-colour 'EREG' mode. Other features are too numerous to mention here, but we'll bring you a full review if they let us have one. ***Rombo 0506 466601***

Music maestro

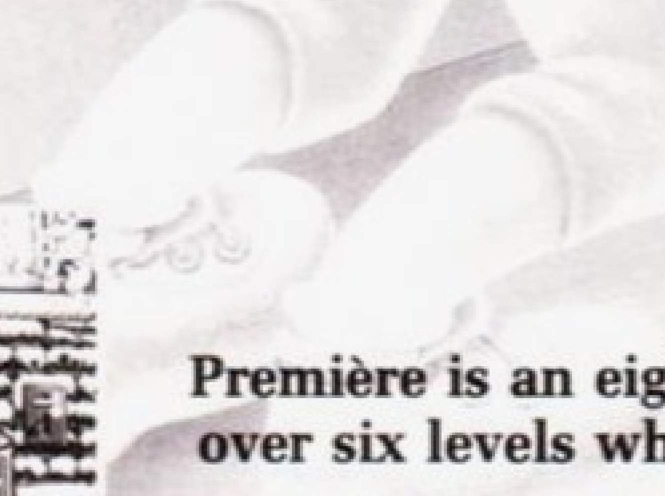
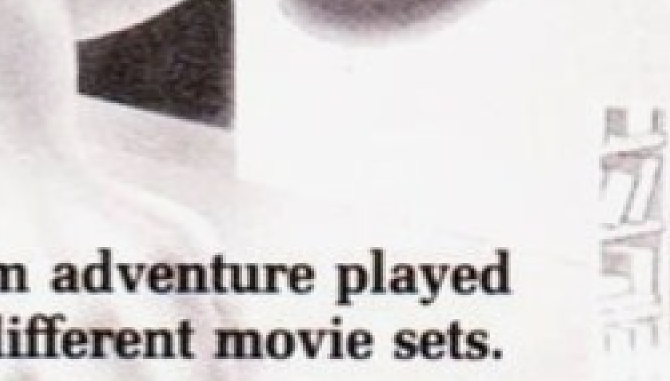
Top music distributors Zone are announcing a number of new music releases and will also be offering training courses in the use of Dr T's music software for anyone who's interested. An update for patch librarian system *XOR* is ready and will be supplied free to *XOR* owners, except for a small charge for post and packing. CDTV title *Composer Quest* is also finally available: it teaches music history from 1600 to the present day with a series of quizzes, tests, lots of pictures and, of course, lots of tunes. *Boom Box* is a new program for aspiring DJs, enabling you to mix tunes for fun. Finally, training seminars for Dr T's *KCS* and *Omega* software will take place at Zone's London SW2 HQ in August and September.

Zone 071-738 5444

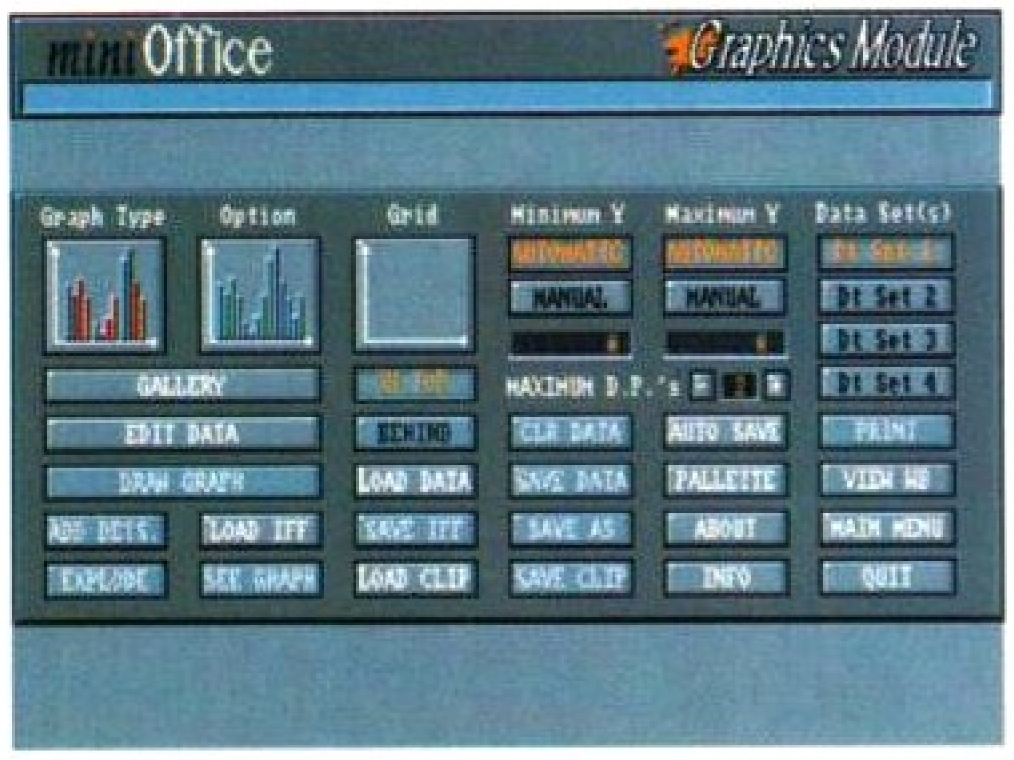

PREMIERE
1 TON






Working at home made easy?



***Mini Office* is finally coming over to the Amiga.**

What the Amiga lacks is a complete package which comprises a database, a word processor, a spreadsheet and a home accounts system. But that's all about to change.

Europress Software have just announced that they are releasing *Mini Office* for the Amiga. It's a neat little combined package that's been popular on almost any computer you care to name in the past. "We've had so many Amiga owners, dealers and distributors ask for *Mini Office* on the Amiga that we just had to do it", explains Europress MD Chris Payne.

The package features a word processor, a spreadsheet, a database, some handy disk utilities and a simple graphics package so that you can create charts and graphs. If it's as clean and straightforward to use as we expect, it could be very handy.

Europress Software 0625 859333

Too much Harry Enfield?

Cortex announce a price-cut on their enormous 8Mb RAM expansion in the following terms: "Yes! Cortex have come up with a quite literally RAM-tastic special offer: for one month only, the price of their outstanding 8Mb RAM board has dropped by a memorymungous £50.

"So, that's a toptabulous quality, Commodore-approved 8Mb board that even works with the A1000 from only £135. Right, SIMM-pickers?" We think they've been watching too much Harry Enfield. "Sorry, it's the heat," explains John at Cortex. ***Cortex 051-236 0480***

CDTV titles win awards

The annual BIMA (British Interactive Multimedia Association) awards ceremony took place at the Dorchester Hotel, London on June 10 and Commodore were pleased to see a number of CDTV titles among the major award winners.

A number of awards are made for specialist training and information systems, but with CDTV and Philips CD-I taking off there are now several awards for 'consumer products', which Commodore more or less scooped.

The Gold award in the Entertainment category went to Cloudscan's CDTV title *Karaoke Hits 1*, because of its wide applicability in public use. CDTVs running Karaoke discs are being used in pubs.

Eurotalk's *Learn French with Asterix*, one of our favourites (CDTV reviews, Issue 32), came second in Education and won the European award. The Vistrain system produced by the National Computing Centre using an Amiga to teach police crowd control techniques won the Training category award (interview, Page 34).

All this is good news for Commodore, even though *Amiga Format* feels the full potential of CDTV discs is far from being fulfilled currently and we expect to see some dramatically better titles in the next year.

If you're in multimedia development, you could do worse than attend this year's TIME (The Interactive Multimedia Event) conference and exhibition at Wembley in London on October 13-15. Many exhibitors are expected and there will even be another awards bash for the EMMAs. ***TIME 0733 394304***

Is this the best Amiga add-on ever?

Any suggestion that the A500 will be abandoned now that it's ceased to be made (see News, last issue) is strongly refuted by the quality and innovation of current hardware releases.

The perfect example is GVP's new A530 hard drive combo, which combines massive data storage capacity and RAM expansion potential with a 68030 accelerated processor that can make your A500 faster than an Amiga 3000. This would certainly seem to be the stuff of which dreams are made.

Americans GVP (Great Valley Products) claim to be the world's largest manufacturers of hardware for the Amiga. Their A500 HD8+ hard drive has long been a firm ***Amiga Format*** favourite because it's well designed, reliable and fast.

The A530 is based on a HD8+, so essentially it's an excellent hard drive available in 52Mb, 120Mb and 240Mb sizes. It plugs in easily on the edge connector on the side of the A500 and comes with 1Mb of extra RAM, with space left for you to add up to 8Mb total. It also has a 'mini-slot' into which you can plug other GVP expansions, such as their PC emulator reviewed in this very issue.

The difference between the A530 and the HD8+ is, of course, that the A530 also incorporates a Motorola 68030 faster processor. This takes over from the A500's normal Motorola 68000 CPU (the main chip that does most of the work in an Amiga) although a 'fallback mode' is available in case you need to run software that doesn't like a faster processor.

The difference is that the 68030 runs at a clock speed of 40MHz as opposed to the 68000's 7.14MHz, which GVP reckon gives a running speed of 12.1 MIPS (million instructions per second), faster than the Amiga 3000 which has a 68030 running at 25MHz. The clock speed controls how fast the central processor can get things done. The main reason for wanting such speed is if you run programs that use a lot of calculations, which mostly means 3D graphics.



GVP's A530 – a great new peripheral for your A500.

Besides the hard drive capacity and the possibility of getting extra RAM included when you buy, the other option is to have a 68882 maths co-processor fitted, which makes the accelerator run even quicker. The basic model A530, combining 68030 processor, 52Mb hard drive and 1Mb extra RAM, costs £749 in the UK via GVP's official distributor, Silica.

Silica 081-309 1111

Amazing Mac emulator ready to roll

American manufacturer Readysoft's astonishing *A-MAX II Plus* Apple Macintosh emulator is ready to roll and will appear in this country very soon. This, the latest version of the popular emulator, comes on a card to slot into an Amiga 1500, 2000 or 3000. Its outstanding feature is that it can read Mac disks directly in the Amiga's disk drive: previous versions required a Mac external floppy drive to be bought and connected before you could use them.

The technical difference between a Mac drive and an Amiga drive is a clever one to overcome: Amiga drives are single-speed, whereas Mac drives vary their speed according to whereabouts the heads are on the disk. This has previously defeated efforts to make a simple file transfer system for reading Macintosh files.



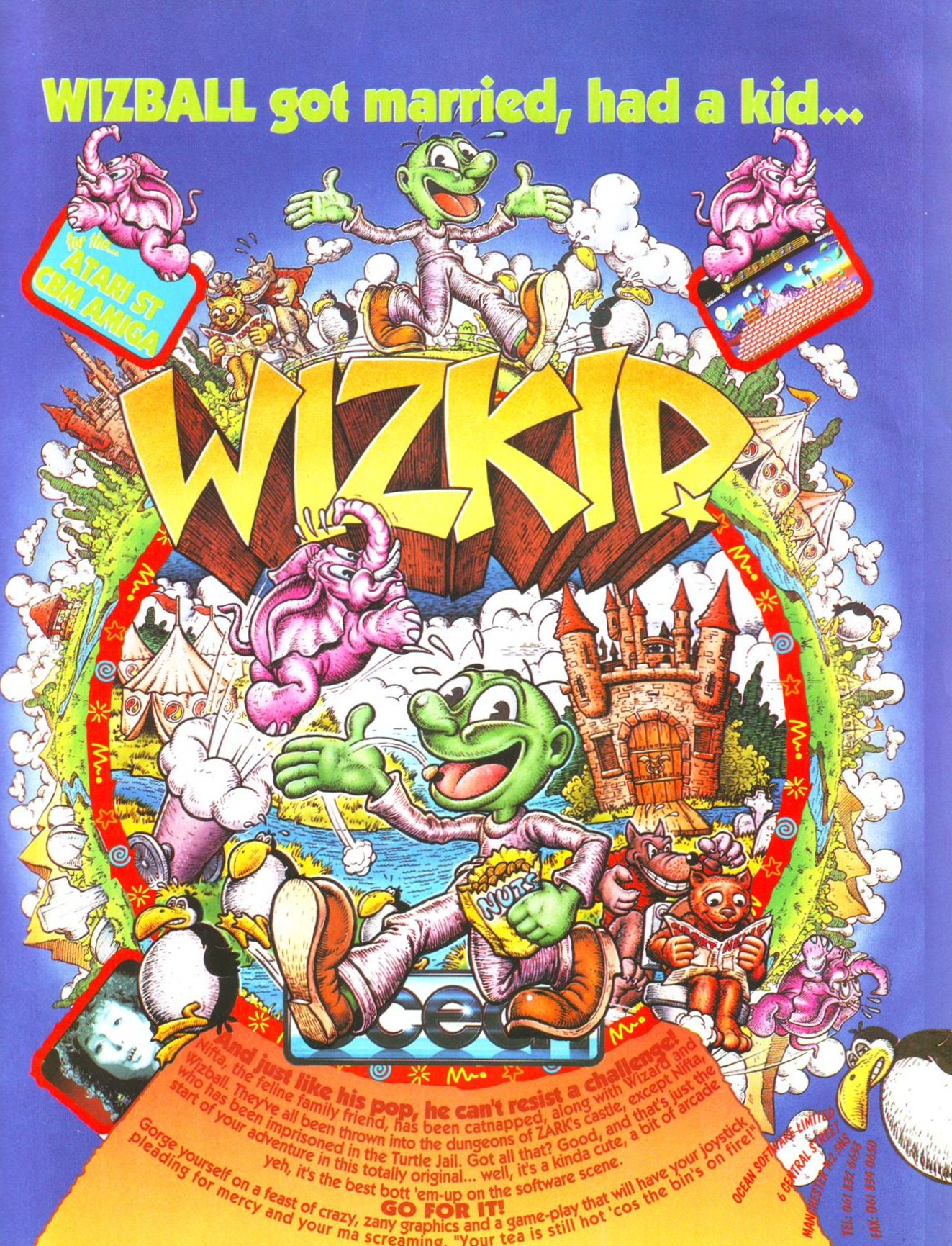
A new, updated Apple Mac emulator is on the way. A-MAX II Plus could be the best emulator yet created.

Connectors on the emulator are exactly the same as on a real Mac, with dual RS-422 serial ports and even a built-in Mac MIDI interface for musicians. It will run with a standard AppleTalk network and print to a normal Apple Laserwriter too.

The emulator is compatible with all versions of the Mac system software and Readysoft suggest that it will run all important Mac software "at full speed".

Previously, the problem with Mac emulators has been that you need to get hold of the official Apple Macintosh 128K ROM chips, the Mac's equivalent of the Kickstart chip in the Amiga, containing the rudiments of the operating system, before you can use the emulator. Apple were at one time directly opposed to these chips becoming widely available and were reputed to be taking legal action to restrict their sale, although if you own such chips there is nothing to stop you using them however you like, whether in a Mac or in an emulator.

The upshot is that the UK distributors of A-MAX, Entertainment International, have been unable to supply the emulator complete with chips, leaving the buyer to find his own. We have no word yet on whether Entertainment International will be able to supply A-MAX II Plus with chips, but another distributor, Meridian (once the distribution arm of Precision), have said they will be supplying the new emulator complete with ROMs. We have no word from either party on a UK price, though the US price of $500 should translate to about £300 over here. ***Entertainment International 0268 541126***
Meridian Software Distribution 081-543 3500

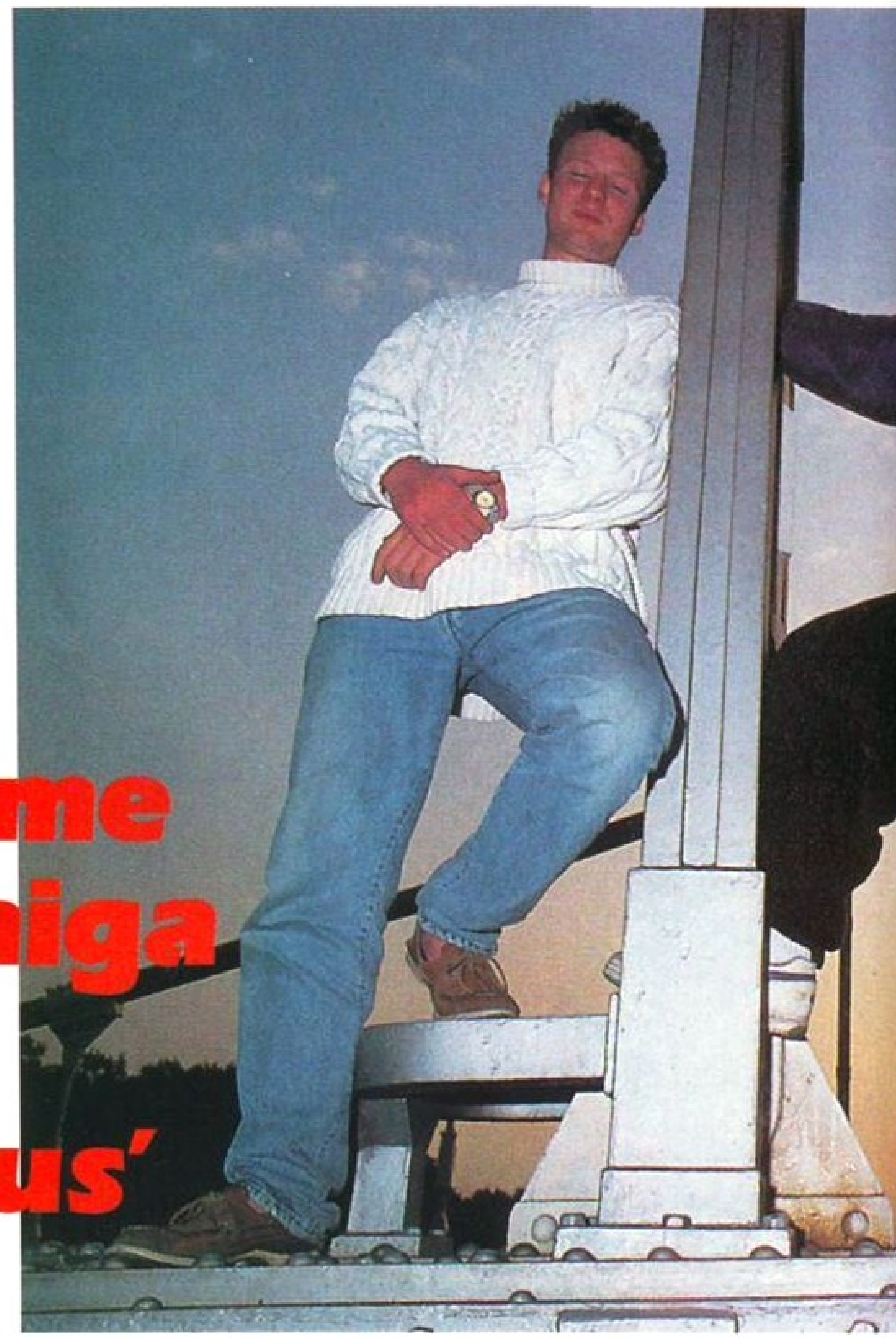


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for the...
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CBM AMIGA
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NUTS
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Urban Shakedown have just gone Top 30 with a dance single described on Radio One as one of the most innovative sounds around. It was created using just two Amigas and the odd sound sampler.

They're the high-profile tip of a large iceberg – in various parts of the country the Amiga is being used to create new forms of art, to train policemen in crowd control and even to look after vintage wine.

It seems an Amiga really can help you become rich and famous. Maff Evans and Gary Lord take you on a unique tour of the Amiga at work in the UK today...



Hitting the big time or: 'How your Amiga can make you rich and famous'

WHEN YOU THINK of the way that hit songs are recorded, an image of a big studio filled with fancy recording equipment springs to mind. These days things have started to change. The advent of cheaper recording equipment and more powerful home computers has meant that virtually anyone can come up with impressive recordings in their own homes. One group that has taken advantage of this is Urban Shakedown, the collective name of two dance music fans Gavin King and Claudio Guissani.

The partnership started when the duo were in college together. Both were fans of the hip-hop scene in the mid '80s, but it was when Gavin discovered the Chicago house scene that he decided what he wanted to do.

"I was listening to a lot of house music," says Gavin, "And Claudio was still into the hip-hop stuff. So I said to him 'look, you've got to get into house music'. After a while I managed to convince him and we started deejaying at clubs and things with the heavier house stuff."

Both Gavin and Claudio were interested in producing music, but the price of the technology required for creating dance music still seemed rather prohibitive. The big names in the world of dance music used racks of high-end equipment which were well out of the range of the Gavin and Claudio's budget! But it was when they heard an Amiga that a new future opened up in front of them. Someone in Gavin's corridor at college had an Amiga and one day he showed Gavin and Claudio a PD demo featuring music sampled from Bomb the Bass and Snap's *The Power*.

"We just couldn't believe that this computer was making these sounds," recalls Claudio. "We thought that they used loads of keyboards and stuff. A couple of months later, Gavin bought himself an Amiga and I got one pretty soon after."

All Urban Shakedown's tracks are produced using samples recorded from vinyl using *AudioMaster II*, which are then constructed into songs using *MED 3.0*. To get as many instruments in as possible, they use two Amigas in unison to build up eight tracks. But why not use *OctaMED*? Gavin explains...

"The trouble with *OctaMED* is that it compacts the samples, so that you don't get as good sound quality as when using four tracks. It's fine if you're just doing demos, but when you are mastering for records, you need that sound quality."

When it comes to mastering, the tracks are usually recorded to DAT ready for mastering the actual records. The songs are recorded directly to tape through the mixer, with very little post production going into the final mix.

"We've just bought a Zoom 9030 effects processor to add extra depth to some of the samples, particularly drums," says Claudio, "But we work the same way now as we did



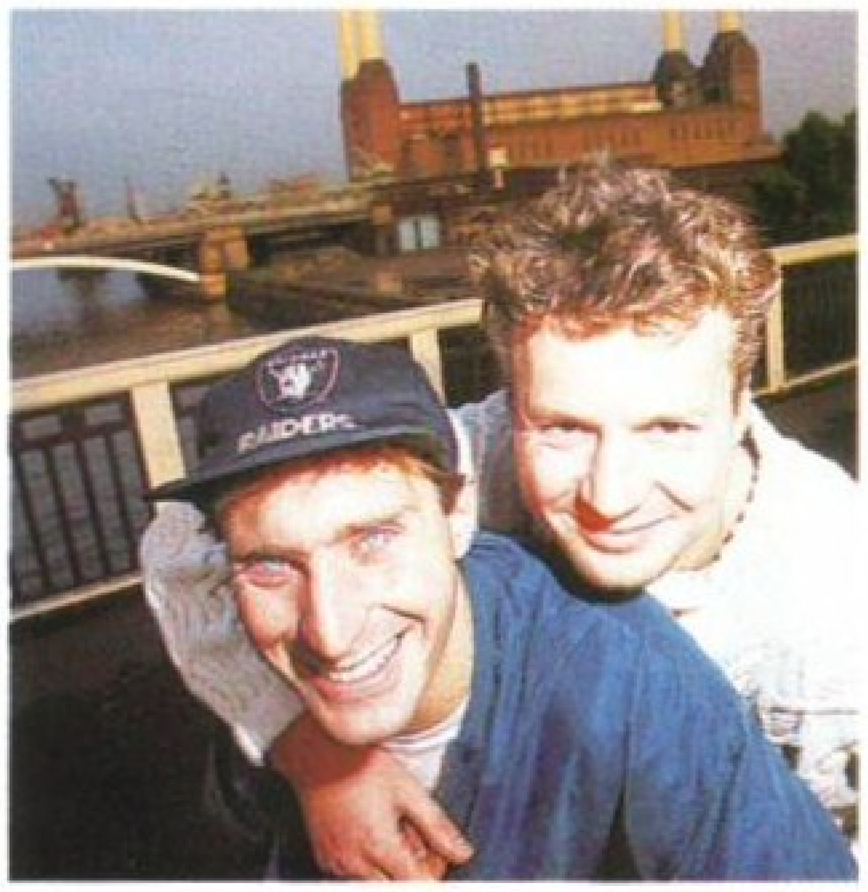
DISCOGRAPHY

As Cellar 4:
House Fusion EP **(12") – August '91**

As Urban Shakedown (with Mickey Finn):
Some Justice / Ruff Justice **(12") – November '91**
Bass Shake **(Etched red vinyl 12") – March '92**
Do It Now EP **(12") – March '92**
Some Justice Remix **(7" / 12" / CD Single) – June '92**

Remix releases:
Carl Cox – Patty Day Remix **(DJ Only)**
Eon – Basket Case Remix **– June '92**





Urban Shakedown, straight in at number 29 in the charts, are looking at a bright future. They've proved that an Amiga – or two Amigas, at any rate – can cut it in the quality stakes, and make you a household name.

Claudio (on the left in main picture) and Gavin (on the right) now have the freedom to adopt rock star poses in their own time. That's what I call luxury!



when we started. We work out what we want to do first, just sketching out ideas one or two bars at a time. Then we work by ourselves for a bit and get back together to see what works. Quite often the samples used on a final version of a track are completely different from the ones used originally."

This method of working separately usually meant that it took longer to get the track right using a combination of ideas, so now the duo works almost exclusively together to make sure that the songs progress more coherently.

This way of working seems to be the normal way any budding electronic duo works in a bedroom, so has anything changed now that they are being promoted by bigger companies? Claudio is quick to disagree.

"The only thing that is different when we work in a studio providing the final mix is that we have to isolate the tracks. The drum track is recorded on to the multi-track first with the click at the beginning. Then we just get the Amiga in sync with the tape using the click in the same way as when we synchronise the two Amigas. The song is built up in that way, track by track, so that EQ can be applied to each track separately."

Right from the outset, both Gavin and Claudio were deadly serious about their intentions as far as music is concerned. They wanted to take on the big-names of the dance music world, so they got together the cash to get some 12-inch singles pressed up to promote their wares. As Gavin says: "If you want to get the record companies interested, it's a good idea to have some vinyl releases already out there. That way they'll take more notice."

It's a method that has certainly worked for Urban Shakedown, since they are now being promoted by none other than the mighty PWL. But this doesn't mean that they are going to become the next packaged pop act.

"We've got a good deal," says Gavin, "So we can get the power of their promotion but still keep the underground status, which is best for us and the type of music we make."

It seems to be a partnership that is working well for both parties so far, seeing as the band managed to score a double-hit in a recent issue of Melody Maker: Their single, *Some Justice*, was the second single of the week while one of their remixes (*Basket Case* by Eon) was the first! What's more, as this magazine goes to press the band have entered the Gallup charts at number 29.

As well as being a successful dance group, Urban Shakedown has also spawned an independent record label. The time taken up with the band's current activities means that they don't have much time to get the label up and running, although they do have a few demos from bands they are interested in working with. A lot of the people involved are early fans of the band who heard Urban Shakedown

Continued overleaf

1992 Amiga Format survey results

ARE YOU AN AMIGA STAR?

How do you rate as an Amiga user – are you a real enthusiast, or do you just dabble? What's the lifestyle of the average Amiga fan? What do you want out of this magazine? The answers to these and many other questions are revealed by the answers to our grand survey.

It makes fascinating reading...

In March we featured an enormous questionnaire: five full pages of questions covering almost everything you could want to know (without being too nosey) about ***Amiga Format***'s readers. Here, at last, are just some of the results. It builds up into an impressive picture of who the average Amiga owner is.

The last time we asked you to tell us all about yourselves was in January last year and back then it was on a much smaller scale. This time we've had thousands of entries and we have picked out about 1,100 at random for our analysis. According to the statisticians, this kind of sample gives an accuracy of within about two percent, which is pretty exact.

Fourteen months ago 97% of our readers were male, 93% owned an Amiga 500, 56% were aged between 13 and 24, 68% owned extra memory, 53% had a second disk drive, 70% had a graphics program, 62% owned word processing software and 53% used their Amiga for games 'lots'. That was more or less the average Amiga owner at the time. That was then – this is now...

WHO ARE YOU?

Fellas are still massively in the majority, it seems, because 96% of our readers are male. That makes the women among our readership much more active letter writers because we seem to get a much higher proportion of letters from women than that 4% would suggest. Come on, chaps!

HOW OLD ARE YOU?

Now there's a question. While it's safe to say that the majority of readers are 'young', the figures split so many ways. Here's the break-down.

Under 15	11%
15 to 19	26%
20 to 24	17%
25 to 29	14%
30 to 34	10%
35 to 45	16%
45-plus	6%

So, it seems a lot of you are teenagers; the largest category. But there's also a lot of you in your twenties (31%) and a substantial minority of older people. Parents? Who knows. One way of looking at it is that 63% of readers are adults. Slice it how you will, it's a very balanced spread.

WHERE DO YOU LIVE?

Surprisingly, the largest group of readers (35%) lives in London and the south-east. Only 17% of you live in the Midlands, with 13% in the south-west (where ***Amiga Format*** is made) or in Wales. Round about one in ten of you live in the north-east and there's more or less the same figure for the north-west, with Scotland contributing about 7% and with Northern Ireland barely making a showing.

Six in every hundred respondents live elsewhere in Europe, showing we've got a healthy number of continental cousins out there to cater for.

WHAT DO YOU DO FOR A LIVING?

If you're still studying at school, you're not alone. Nearly a quarter of our readers are too. Many are students, with about 18% being in further or higher education. But more than 55% of you are out

Continued overleaf

records at raves and clubs and went out to buy an Amiga and *MED* to try it for themselves.

"We try and help them as much as possible with *MED*," says the duo, "because it's a bit more complicated than people first realise!"

Could you be one of these hopeful protegees getting your name noticed in the music biz? Keep plugging away with that sampler and sequencer in your bedroom. It could be you one day!

THE WORKING METHOD

The main starting point for an Urban Shakedown track (and just about any composition) is getting hold of the samples to use. Gavin and Claudio have an impressively large collection of 12-inch dance singles to use as a kind of library, so there is never any trouble finding the required sound.

The sounds are then sampled into the Amiga using TechnoSound Turbo and *AudioMaster II*. Sounds are sampled at around 25KHz, which is enough to fool the human ear that the samples are crystal clear (since the ear can only hear frequencies up to 22KHz). The samples are then tuned and edited so that they fit together properly. Next, it's time to load up *MED* and start constructing the song.

The backbone of the song usually comes from the rhythm, which is often a combination of breakbeats and custom-made drum patterns. If the drum breaks don't quite fit into the timing, then you'll have to go back to *AudioMaster* and tweak them slightly until they do (having one Amiga running *MED* and another running *AudioMaster* makes things somewhat easier at this point).

To keep sound clarity, Gavin and Claudio prefer to just use the four-channel *MED* rather than *OctaMED*, but it means that to increase the number of tracks they need to create the song in two layers – four tracks on the first Amiga and four on the second. To keep them in sync, the duo doesn't use any fancy time-lock or synchronisation equipment, they do it in a much more basic way.



SINGLE OF THE WEEK 2

URBAN SHAKEDOWN

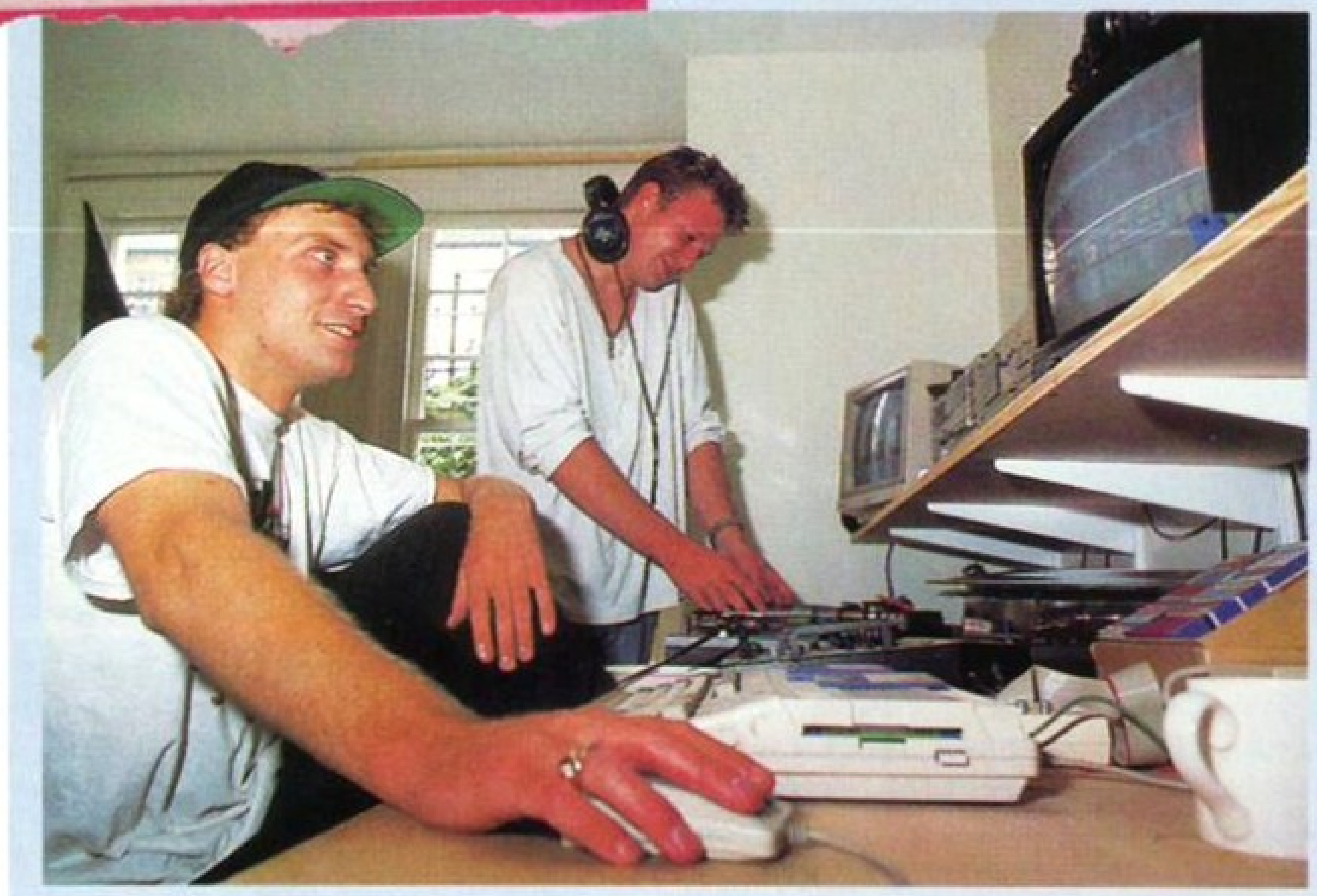
SOME JUSTICE (Black Diamond)

THE second of this week's hardcore rave tracks and this is a biggie, a real biggie. "Some Justice" has been available for the last six months through specialist stores. In that time it's sold in excess of 15,000 copies. Most of them, we assume, bought by DJs since no stiff-wristed mortals we know actually yet own a copy.

Now, with a major distribution deal and all that club airplay behind it, "Some Justice" looks certain to go Top 10. It's not difficult to see why. The tune boasts a cybernetic siren keyboard riff, a warm, seismically low bass-warp and a mighty soulful breakdown that gives way to a state-of-the-art, razor-sharp beat.

This is a distinct, intelligent and eminently danceable single.

***Melody Maker*, on July 6th 1992, and Urban Shakedown are chosen for the coveted Single of the Week. Not bad, especially when you consider that the other Single of the Week in this issue was an Urban Shakedown remix of a track by Eon (extract reprinted by kind permission of *Melody Maker*).**



In their home studio, Urban Shakedown get down to the serious business of writing another track.

First, Gavin puts in a four-bar 'click track' at the start of the song. This is simple a series of bleeps in a 4/4 pattern. Claudio puts a similar three-bar track at the start of the sequence on his machine. Gavin then starts his sequence and Claudio starts his on the second bar of the click track. It's then just a matter of Claudio adjusting the timing until the two machines are perfectly in sync. A single-bar gap after the clicks allows them to start the tape running to record the final output. Then it's off with the tape to master the records.

ALL THE KIT YOU NEED TO MAKE A HIT RECORD

Two Amiga 500s
MED 3.0
AudioMaster II software
TechnoSound hardware
Newmark DJ mixer/sampler (Gavin)
Phonic DJ mixer (Claudio)
Zoom 9030 effects processor

1992 Amiga Format survey results

there working for a living, and the vast majority work full-time.

Of those who are working, more than a quarter (15% of readers) describe themselves as professionals. As for how much money you make: well, you seem to be a pretty affluent lot. Earning between £10,000 and £15,000 a year are 15%, with 14% making £15,000 to £20,000 and 10% being high-fliers who rake in more than £20,000 a year. Considering the national average wage is about £12,600 a year, there's some pretty well-off people out there. Lend us a fiver!

LEISURE TIME AND ELECTRONICS

We suspected that many people who own an Amiga would be pretty technologically aware when it comes to having other bits of hi-tech kit around the home, and the figures certainly seem to bear the theory out. Here are a few of the facts and figures we garnered:

95% of readers own a personal stereo or Walkman!

73% of you have got a portable TV. Are you using it as a monitor for your Amiga?

71% of readers have a video recorder in the house. Wonder what percentage know how to set them up on the timer?

50% have a CD player, but 55% have a turntable. Incidentally, 89% of you believe CDs are overpriced. Seems as if vinyl is still more popular, even though you can't buy it!

66% of you own a 35mm camera. That's an awful lot of holiday snaps!

WHAT ELSE IS THERE ABOUT YOU?

There are plenty of other interesting facts and figures to come out of this. Here are a few of what we though to be the most outstanding:

48% of you have your own car, while 8% have the luxury of a company car. Don't you people think about pollution?

When buying jeans, 32% of you go for Levis rather than any other brand, more than Wranglers (12%), Pepe (10%), Lee (13%) or even any other kind (18%). How outrageously fashion-conscious!

More of you opt for Nike trainers than for any other brand – that's a Nike fan club of 24% of our readers.

None of you are particularly into playing on games consoles. The only significant showings are by the hand-helds: about 4% of you have a Nintendo Gameboy, while another 4% are intending to get a Sega Gamegear.

48% of you have been abroad in the last year. What a well-travelled lot!

MUSICAL TASTES

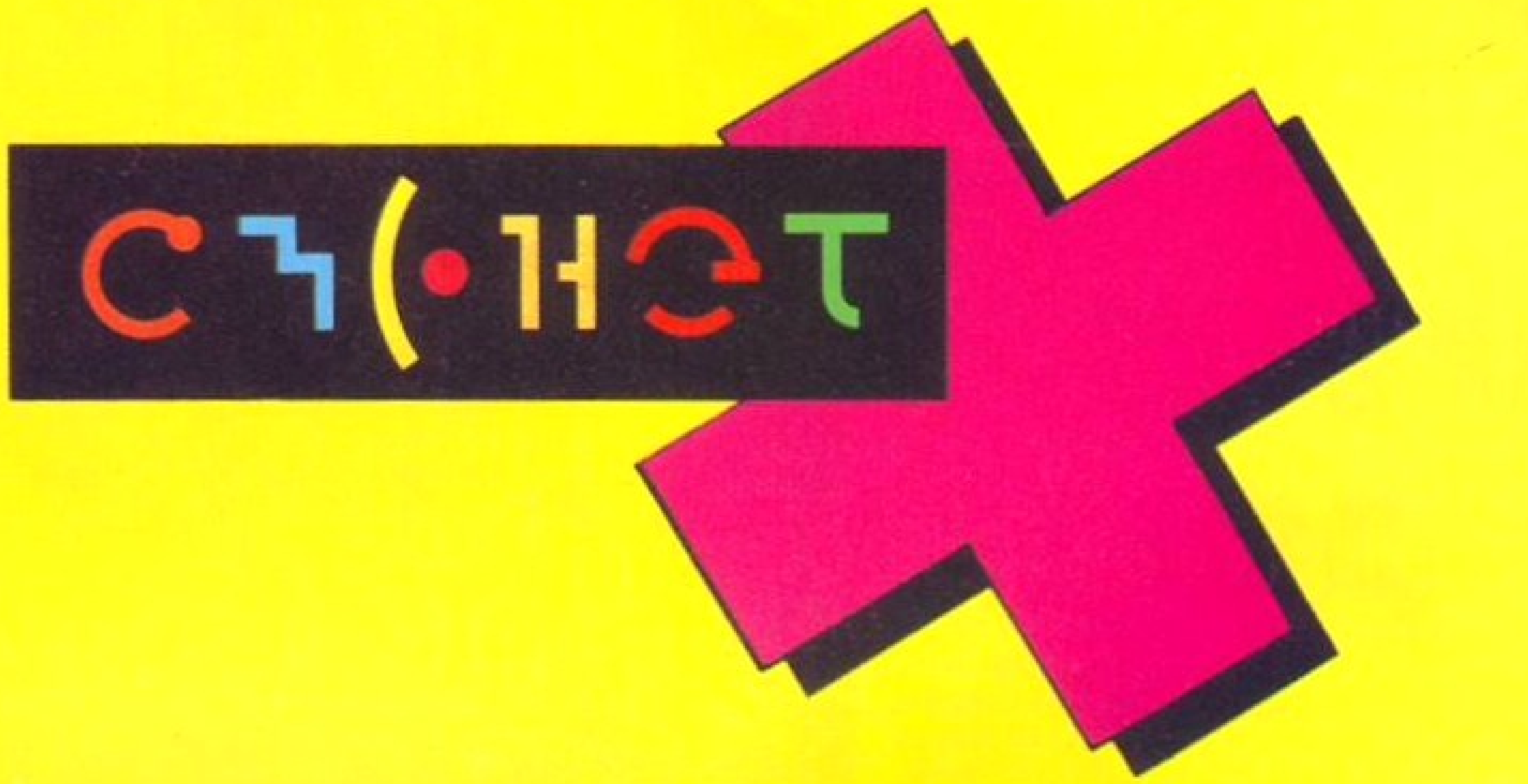
A pretty catholic lot, it seems, with wide-ranging tastes. The biggest vote went to rock music, but most of you seem to like a bit of everything. Here are the exact figures:

Chart pop	15%
Rock	24%
Hardcore	11%
Dance	9%
Indie	7%
Reggae	2%
Jazz	4%
Classical	9%
Everything	50%

Continued on page 28

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Name ....

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Julie Myers has been working with an Amiga for several years. Much like Andy Warhol, who demonstrated the Amiga at its launch in 1984, she values its ability to take an image and change its colour and form so that a new statement can be made. Here's how she and her Amiga go to work...

An artist of the portrait



Amiga artist Julie Myers outside the National Portrait Gallery in London, where she used her machine to change the image of some very famous faces...

THE NATIONAL PORTRAIT GALLERY is not the sort of environment in which you would expect to find an Amiga. It's an austere institution, steeped in tradition and creaking with age, that houses great works of art, many of which were created centuries ago. It seems to be the antithesis of the modern technology that is the Amiga.

In fact, this very contrast is what appealed to Julie Myers when she originally put forward the idea of bringing her Amiga into the Gallery to create some contemporary artworks based on some of the original portraits adorning the walls.

If you'd ventured through the Gallery's hallowed halls earlier this year you would have stumbled across Julie in the education department with her A3000 and five A500s, taking various groups of students aged from eight to eighteen and over into her investigation, Screen Deep, of how computer-generated images can alter the usual perception of a person's portrait.

> “I chose an Amiga because you can see what you're creating right away. Anyone who comes out of art college unable to use a paint package is at a serious disadvantage in the real world.”

Julie got a real buzz from the project and has just returned from a holiday in Casablanca where she was staying with a friend who herself was teaching art on the Amiga. “It was so strange to see these young veiled Moroccan girls in front of a monitor and messing around in *DPaint*. And it wasn't a million miles away from the set-up we had here in the Gallery.”

“What I wanted to do here was use the Amigas to analyse how society's concept of beauty has changed, or not changed, over the centuries. We used two pairs of portraits: Warhol's Elizabeth Taylor [1967] and Mick Jagger [1975]; and the Second Earl of Rochester [c.1665-70] and Nell Gwynn [c.1675]. All of them were objects of beauty in their own time.

1992 Amiga Format survey results

Incidentally, there's a bit of everything gets played in our office, too. Recent favourites vary from Buffalo Tom to Bing Crosby and the Andrews Sisters with *Don't fence me in*. Hmm...

NEWSPAPERS AND MAGAZINES

The most interesting thing that comes out of this is that most people don't tend to buy a newspaper every day of the week. Why not?

Most popular newspaper is the *Daily Mail*, read by 19% of readers, with the *Mirror* close behind at 16% and the *Sun* just behind that. *The Independent* is the most popular of the broadsheet papers at around 11% of readers.

As for magazines: well, it's a safe bet that if you lobbed a brick at a gathering of ***Amiga Format*** readers you'd hit somebody with a copy of the adult comic *Viz*. It's far and away the most popular non-computer magazine, read, as it is, by a quarter of our readers. Also popular are *2000AD* (8%) although that was much better six years ago, *Private Eye* (7%), *What Car* (7%) and music paper *NME* (7%).

WHAT AMIGA DO YOU OWN?

As before, the vast majority of people have an A500 (93% of readers). What's interesting, though, is how few of those are older 512K machines that haven't been expanded to 1Mb and how many are A500 Pluses. Here, once more, are the figures.

A500 (only 512K)	5%
A500 (expanded 1Mb)	63%
A500 Plus	25%
1500	4%
2000	4%
3000	1%

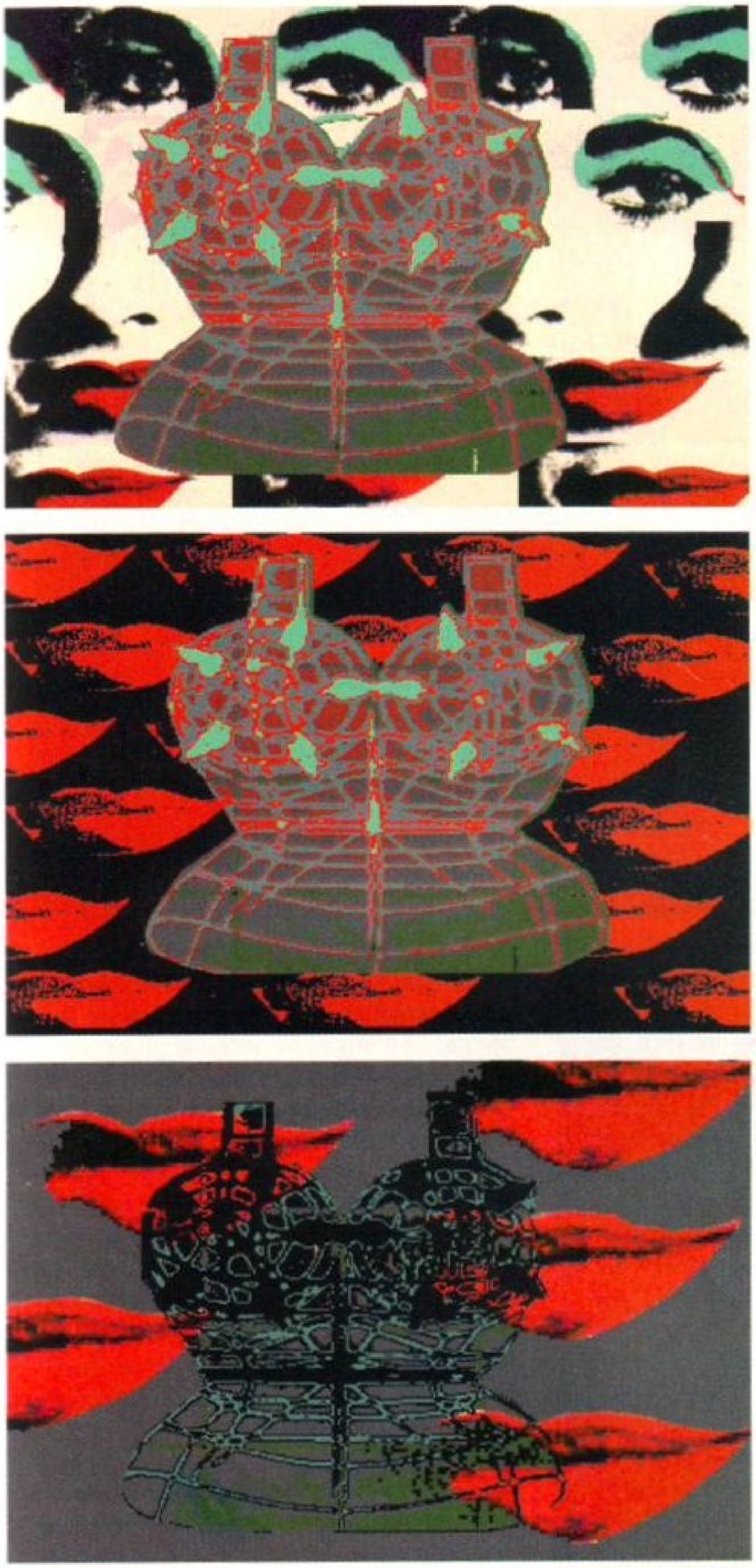
There are some extraordinary figures for minorities. Seven people still had an original A1000, exactly the same number as had a CDTV with a keyboard. Nobody seemed to have a CDTV without a keyboard. Still, as these figures are in the order of 0.65% and the survey is accurate to approximately 2%, they aren't of much real use.

WOULD YOU LIKE TO BUY AN A570 CD-ROM DRIVE?

Commodore have been relying on the fact that a lot of Amiga owners will be interested in buying a CD-ROM drive so that they can run CDTV discs on their Amiga. It would help them get an instant 'user base' for their CD format, to fight off the competition from the rival Philips CDI system and to help convince software publishers to develop titles.

Commodore had been pretty optimistic. The figures they were using were based on a survey that ***Amiga Format*** carried out in November 1990, when 98% of readers said 'yes' to the question 'Would you like to upgrade your Amiga system to run CDTV software?'. Half the respondents were willing to pay £300 or more and another 38% were looking at a price of around £200.

It now seems that those sorts of figures are highly unlikely. Perhaps the CD fad has faded, since it is now 18 months on and no CD-ROM drive has appeared. Perhaps it's got something to do with the fact that we've reviewed rather a lot of the CDTV titles and not many of them look particularly excit-



Take a portrait by a famous artist of a famous person and bend it to your will. Julie's idea is to explore the concept of beauty by extracting the essence of beauty as it has been seen over the ages: here Liz Taylor is the subject, from an original by Andy Warhol, who himself used an Amiga for similar purposes.

"Rochester was meant to be quite cute at the time – all the ladies fancied him – and Nell Gwynn was also seen as beautiful by her peers, though she probably wouldn't be considered beautiful now. I also used the Warhols because he was the original artistic manipulator. He himself was cutting things out of newspapers and magazines and copying, repeating and altering the images, which is what we intended doing and it seemed he would be the artist who would least mind us manipulating his work. And if not, well he deserved it!"

Julie transferred the images on to the screen using either a Sharp colour scanner or by capturing the image with a video camera and then frame-grabbing the image. The project managed to bring together three very different elements: Julie herself, by trade a fine art graduate, looking at contemporary ways of conveying a basic form of art; the Gallery, a very traditional institution that has only recently taken on photographs as a form of art; and the Amigas, which appear as merely functional, cold-looking tools. The nearest they usually get to art is the sprites that appear in a game.

Julie herself was put off computers because she always saw them as drab-looking things with daunting keyboards in front of them, but when she discovered the mouse and paint packages with a multitude of different brushes she really started to get into them in a big way. In fact, Julie finished an MA in January in computer animation.

Though her first degree was in fine art she doesn't see herself as a traditional artist: "I can't even draw a straight line and I never did paint, never. I haven't got the patience. I like computers because they're ideas processors.

"But I didn't start getting into computers until after I'd left art college, because there weren't even any computers at college. Which is a real problem as it's difficult to find courses where you can do a computer course with an artistic base, it seems to be the case that the only option is to do computer graphics with the Apple Macintosh, whereas fine art or animation seems to be ignored."

Julie believes, though, that her efforts with Screen Deep are a step in the right direction for computer artists. Here's a project where you have kids and young adults bringing in their own images and creating art from art: "They had to bring in their own visual ideas, from magazines or newspapers, of what was beautiful, be it Jason Donovan or whoever."

The images were then manipulated in *Deluxe Paint* – a pouting lip could be enlarged, a wig or a beauty mark adjusted, a nose chiselled or a chin morphed. "Kids aren't afraid of computers. Unlike the older students, they were quite happy to change Nell Gwynn into something that they perceived as beautiful." Julie's own manipulation of Nell involved digitising her and then working within the colour palette that it gave her. "What I ended up with was a lot of really dark misty images that were used in the original painting, though I could have put some more contemporary bright colours in."

Julie sees computers as the way forward for art. "Computers are quite a liberating experience. I really love *Deluxe Paint IV* because it allows you to do things you could never even consider with traditional tools. And that's one of the main reasons why I chose an Amiga, not only because it's cheap and a remarkable machine, but because you can use such a great paint package like *DPaint*, where you can see what you're creating right then and there."

Julie is a great crusader for art and Amigas and believes that computers are an avenue all artists should at least be aware of, from fine artists to fashion students. "Certainly if they come out of college without any idea of how to work a paint package they'll be at a disadvantage to the real world." Nuff said.

ing. But here are the new figures and the question in full: 'Will you buy a CD-ROM drive for your Amiga? (The price is currently expected to be around £300; it will play CDTV discs and audio CDs).'

Definitely	5%
Possibly	35%
Only if the price is £200-£250	8%
Only if the price is below £200	17%
Only if it cost £150, but I wouldn't mind if it didn't play audio CDs	11%
No	23%

So that's a potential market, estimating that there are currently around a million Amiga owners in the UK, of 400,000 – but only 50,000 people are dead certs to look at it. Not enough.

WHICH VERSION OF WORKBENCH DO YOU HAVE?

We pretty much expected that it would mostly be the A500 Plus owners who have the latest Workbench release, version 2, and that the vast majority would have the older 1.3 version. We were absolutely right:

Kickstart 1.2	6%
Kickstart 1.3	66%
Kickstart 2.0	26%

As for upgrading: well, it seems that 20% of you are determined to – that's a third of all 1.3 owners, while 19% don't plan to and 35% are undecided.

A lot of people have been asking us what our advice is on whether to spend the money upgrading from 1.3 to 2. We've said it before, and we'll say it again - Workbench 2 is very nice, but unless you are using the Workbench disk intensively and regularly, it's not really worth the cash to upgrade. Only if you have a hard drive and you work a lot on serious programs should you consider it. It's a real luxury.

If you are still not sure about what you get for the upgrade and what you should consider when you're deciding whether to do it, then write in. The address is Letters, ***Amiga Format***, 30 Monmouth Street, Bath, BA1 2BW. If we get more than ten letters asking us to, we'll do a feature on the subject.

MUSICIANS

It's always been our impression that reviews of music software are not exactly the most popular items we carry – an impression borne out by the results of this very questionnaire (see the section detailing what you think of ***Amiga Format*** on pages 34 and 35).

And yet a large number of you must be very keen on music because an awful lot of you actually own electronic musical instruments that you could, if you wished, connect to the Amiga via MIDI. Also, a sizeable minority is considering investing in MIDI-equipped gear. Compare and contrast, if you will, the following two sets of statistics:

DO YOU OWN A KEYBOARD, SOUND MODULE OR OTHER MIDI MUSICAL INSTRUMENT?

Yes:	31%
No, but I intend to buy one:	11%
No:	56%

Continued overleaf

You might not expect to see Amigas in a traditional wine import business, but in the heart of London's most conservative quarter the Amiga is making the impossible easy for a small family firm.

A veteran of the vintages



Andrew Brown brought his Amiga into the office one day and his firm has never looked back since.

EBURY STREET, SOUTH WEST ONE, a stone's throw from the stately Buckingham Palace and the yuppie oasis Sloane Square. Blending invisibly with the wealthy surroundings of West End apartments and £50,000-plus German cars, two ***Amiga Format*** staffers were trying to find a wee niche to park their battered Ford Cortina.

Their mission, which they had decided to accept, was to finds an Amiga lurking in the cellars of Heyman Bros, established 1883, specialist wine importers to top London hotels, eateries and wine bars and – as we soon witnessed passing through each small office – top-class Amiga users too.

The Great ***Amiga Format*** Survey has told us what the majority of you do with your Amigas, what peripherals and games are your particular faves, but we were in search of a bunch of people who have taken their Amigas out of 'natural' home environments and used them innovatively in their everyday lives.

Andrew Brown, who himself is an ***Amiga Format*** subscriber, is one such innovator. He brought in his Amiga from home one day and put it to work among his fellow wine merchants. There are two things that Andrew is enthusiastic to talk about: Amigas and wine. But how, or why, did he first end up working with vino so closely?

> “It didn't take long for everyone to get used to the Amigas because they are so easy to use. The beauty of having it was that we were able to dabble in DTP and making presentations”

"I developed a real passion for wine while I was a student and I took a holiday job working in the vineyards of France, and from then on I was hooked, so it was only natural that I would end up in the wine trade." But another youthful pastime that Andrew became closely tied to was home computing, back in the days when home computers went by the name of ZX81 and weren't the household names that Amigas have now become. So when he took up a career in importing and selling wine, there was an opportunity (though not an obvious one) to link Amigas with his favourite tipple.

Heyman Brothers' surroundings are very much as you would expect those of an exclusive west-London wine seller to be like: gentlemen clad in stripy shirts and braces, conversations buzzing on the phones about the current claret, and assorted bottles of expensive red and white wines and champagnes littering the offices – as opposed to the ***Amiga Format*** offices, which are cluttered with assorted pieces of Amiga software and hardware, but the two workplaces do have one or two similarities.

1992 Amiga Format survey results

DO YOU OWN, OR INTEND TO BUY, A MIDI INTERFACE?

Own:	9%
Intend to buy:	9%

So less than a third of the people who own a MIDI instrument own a MIDI interface so that they can hook it up to their Amiga and use the Amiga to create tunes with. Why? MIDI interfaces only cost about £30 and we gave you a MIDI sequencer to write your songs with in the form of the complete *Sequencer One* program on the issue 30 Collection coverdisk. Why don't you try it?

WHAT OTHER COMPUTERS DO YOU OWN OR USE?

A substantial minority of you have an older 8-bit computer still propping up the bookshelves (only 4% with an Amstrad CPC, but 18% with a Spectrum and 11% with a Commodore 64). The only other significant figure is that 7% of people also have some kind of IBM-compatible PC.

What is really significant, on the other hand, is the impact of the PC and compatibles on your working lives. 29% of readers use a PC at work, which is about three-fifths of the working population (see above). It's really quite amazing that computers have taken over people's normal working lives to this extent. Equally, 6% of readers use a Macintosh at work. Are you all designers?

In the classroom the pattern is similar, with 15% of readers coming into contact with a PC compatible. A fortunate 6% use Apple Macs in an educational situation, while Acorn still get a 13% showing, which no doubt dates from the days of the BBC computers.

HOW WELL KITTED OUT ARE YOU?

We asked what extra bits of hardware people owned. Joysticks, trapdoor RAM expansions and floppy disk drives for the Amiga 500 easily dominate as favourites. Hard drives are surprisingly unpopular, but printers put in a really good showing, as do monitors. Here are the figures we arrived at:

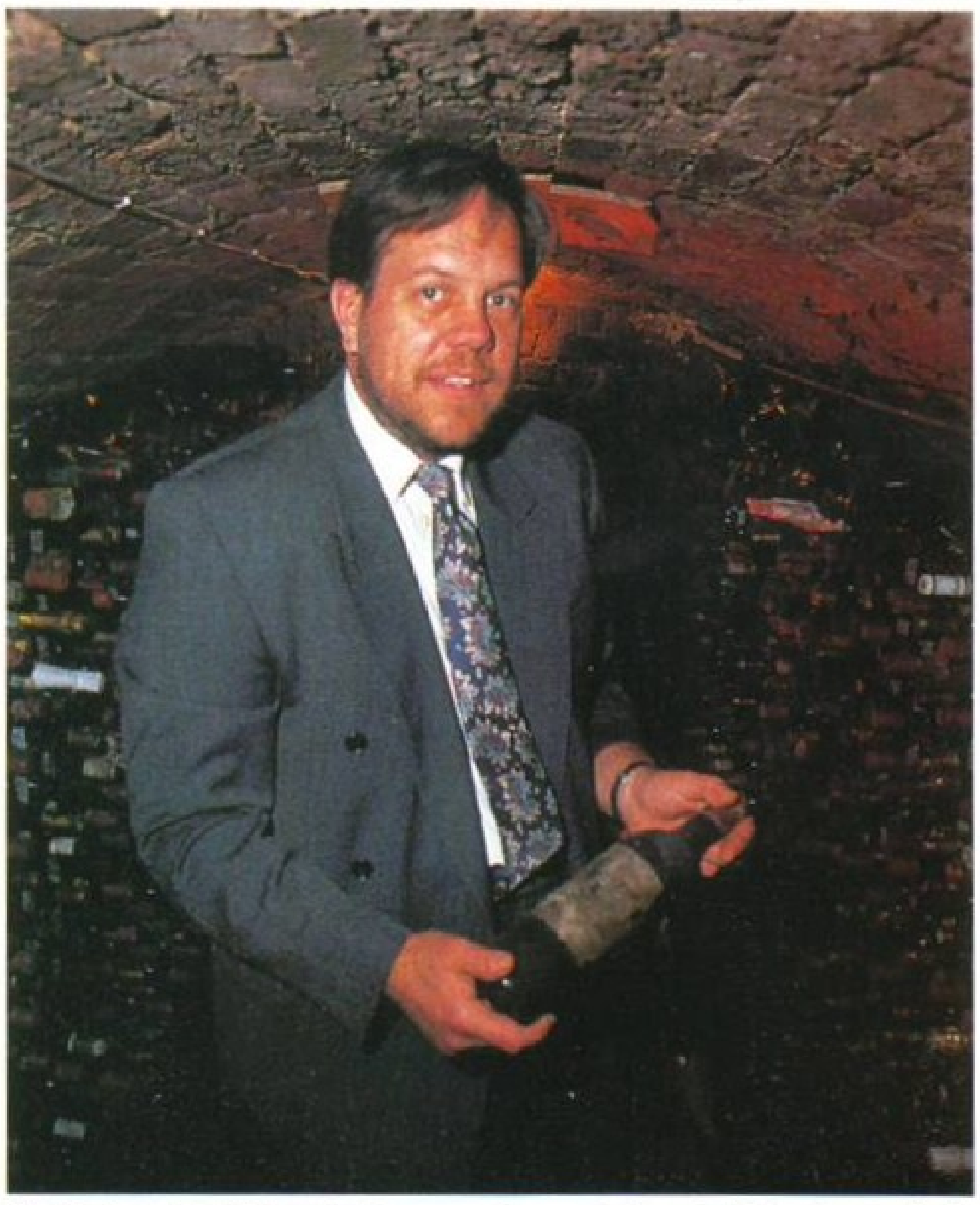
Floppy disk drive (A500)	53%
Floppy disk drive (1500 up)	7%
Hard drive (A500)	5%
Hard disk with RAM (A500)	6%
Hard drive (1500 and up)	4%
Hard drive with RAM (1500 up)	4%
Trapdoor RAM expansion (A500)	53%
External RAM expansion (A500)	5%
Internal RAM expansion (1500 and up)	4%
Accelerator card (1500 and up)	2%
24-bit graphics card	0.2% (!)
HAM-E/DCTV	0.4% (!)
PC Bridgeboard/emu	5%
Replacement mouse	29%
Joystick	86%
Modem	6%
Genlock	3%
MIDI interface	9%
Sound sampler	19%
Video digitiser	5%
Printer	58%
Monitor	48%

Andrew sits proudly behind his A2000 explaining how he took the office out of the depths of Luddite thinking. "I first brought my Amiga 500 into the office four years ago to show the rest of the guys what it could do. Previously all our stock was maintained by an archaic book system. My boss was sufficiently impressed that he put up the cash to buy a 2000. Once we'd computerised the accounts and the stock control (the major outlay was on Data General minicomputers and an A3000) it didn't take long for everyone to get used to the Amigas because they were so easy to use."

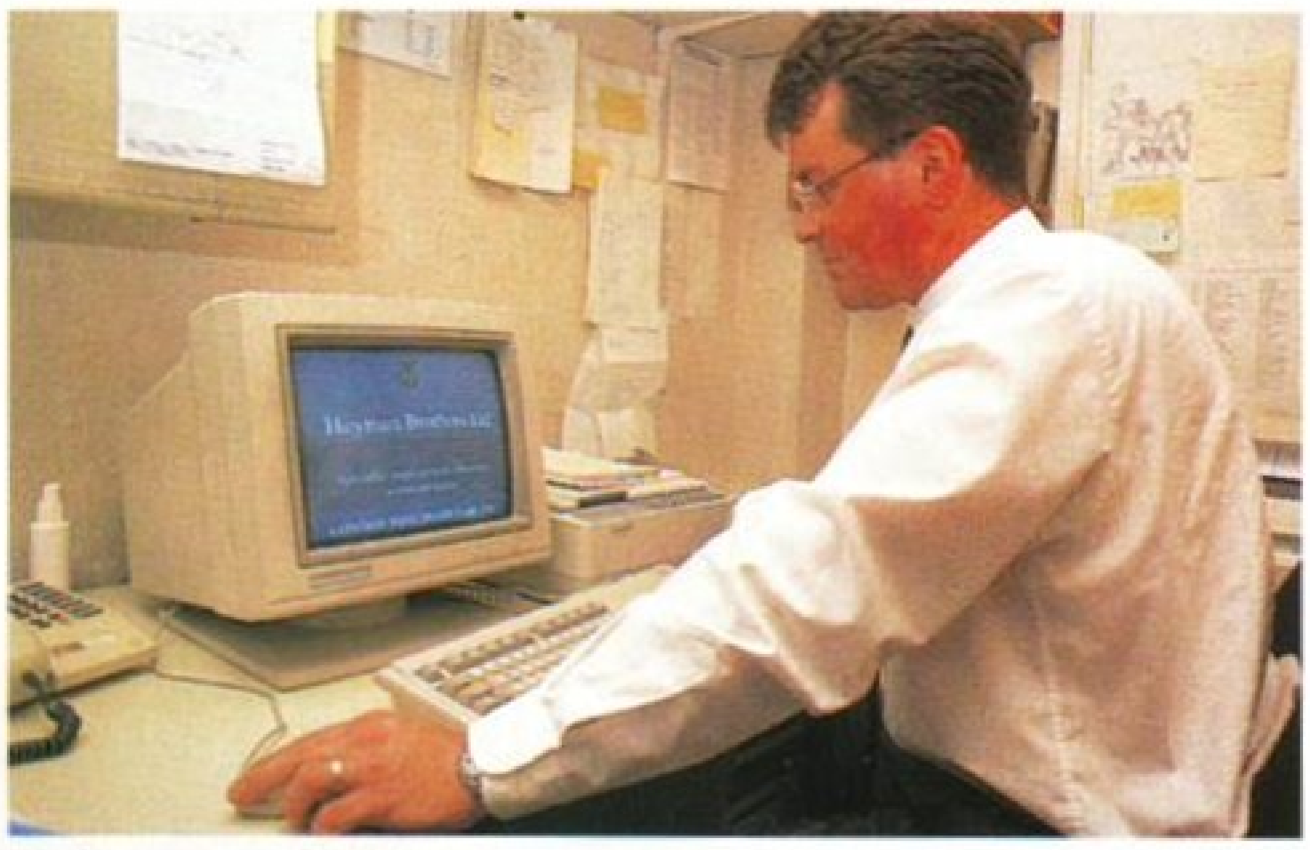
Soon everyone in the office was eager to speed up his or her own work schedule. Andrew explains how his boss wanted to be "able to type out faxes himself instead of dictating them to a secretary, which then wouldn't go out until the next day." Now the boss has his own Amiga on his desk and can simply load up the application he needs with a file server set up by Andrew. *Wordworth* is the office's favourite word processing package – it's easy to use, plus they had problems with *ProWrite* because it kept crashing.

Like many Amiga owners, the temptation to upgrade and extend the Amiga empire was much the same for Heyman. Their network has now grown considerably for such a cosy little firm and now consists of three Amiga 3000s and an Amiga 2000, with an Amiga 3000 Tower acting as a file server. But it wasn't just hardware that was adding to the expansion of the company. "We soon realised there were other areas of the Amiga that we could exploit." Heyman Brothers have just finished a hectic week at the London Wine Trade in Olympia, where the Amiga's multimedia capabilities have come into their own.

"We have been using the *Scala* system for presentations at the various trade fairs we attend for some time now, which is something a bit different as all the other exhibitors tend to rely on Miss Spritzer '92 just handing out glasses of wine. Our scrolling presentation package running on the Amiga is just that bit different, and it attracts people to the stand who otherwise may have overlooked us."



The first use to which an Amiga was put was stock control, keeping track of the numerous different vintages that lurk in Heyman Brothers' cellars.



The firm soon realised that the Amiga was wasted if all its capacities were not used. They now find their *Scala* presentations draw the crowds at fairs.

Andrew chose the *Scala* program because it was "just so simple to use. The presentation that we've put together gives clients a visually-interesting overview of the majority our products, telling them all the necessary information that they need to know, like vintage and grower." The wine labels (which Andrew and his colleagues design) and other images are scanned in using a flat-bed Sharp JX100 colour scanner (the same scanner that's used in the production process of ***Amiga Format***) and Andrew puts the finishing touches, which include the company logo and various scrolly messages that go to provide a very professional-looking multimedia presentation. Heyman are taking advantage of an area in which the Amiga is now leading the way: multimedia and desktop video, and no other computer is getting anywhere near.

The final utilisation of this so-called 'home computer' is evident by the piles of design work on Andrew's desk. "The beauty of having the Amiga in the office was that we were able to dabble in desktop publishing and, although it started off with us just providing an extra service to clients in the form of wine lists, it progressed to wine labels and our company brochure."

Professional Page 3 and *PageStream 2.2* (both these programs received rave reviews in the DTP special in issue 34) are the packages that Andrew and his colleagues use to produce all kinds of literature, from a fairly simple wine list for a local wine bar, to a glossy corporate brochure that outshines the quality that most design bureaux can't even achieve. Not to mention the wine labels, which add Heymans' own individual touch to their specialised product.

Heyman Brothers are a now a great example for Commodore on how a small, independent company can update their office systems and offer their customers other services that they could never even dream of before by taking advantage of the Amiga's powerful desktop presentation and publishing capabilities. And who said the Amiga is just a games machine?

As for the stuff you are thinking about buying, this makes interesting reading too. Remember, part of the reason we ask these questions is so that we can help you out by featuring buying recommendations in the mag, so expect to see buyers' guides on the most popular of these coming up very soon – we start with monitors next month.

Floppy disk drive (A500)	22%
Floppy disk drive (1500 up)	1%
Hard drive (A500)	14%
Hard disk with RAM (A500)	20%
Hard drive (1500 and up)	2%
Hard drive with RAM (1500 up)	3%
Trapdoor RAM expansion (A500)	8%
External RAM expansion (A500)	8%
Internal RAM expansion (1500 and up)	3%
Accelerator card (1500 and up)	6%
24-bit graphics card	3%
HAM-E/DCTV	4%
PC Bridgeboard/emu	13%
Replace mouse	20%
Joystick	11%
Modem	13%
Genlock	9%
MIDI interface	9%
Sound sampler	12%
Video digitiser	11%
Printer	27%
Monitor	20%

Floppy disk drives, hard disk drives with extra RAM capacity, mice, printers and monitors are far and away the most popular. Significant minorities are into PC emulators, so this issue's round-up including the brand-new Commodore 386 Bridgeboard should make you people happy, as well as modems, sound samplers and video digitisers, and joysticks. Buying advice in all these areas will follow as a matter of course.

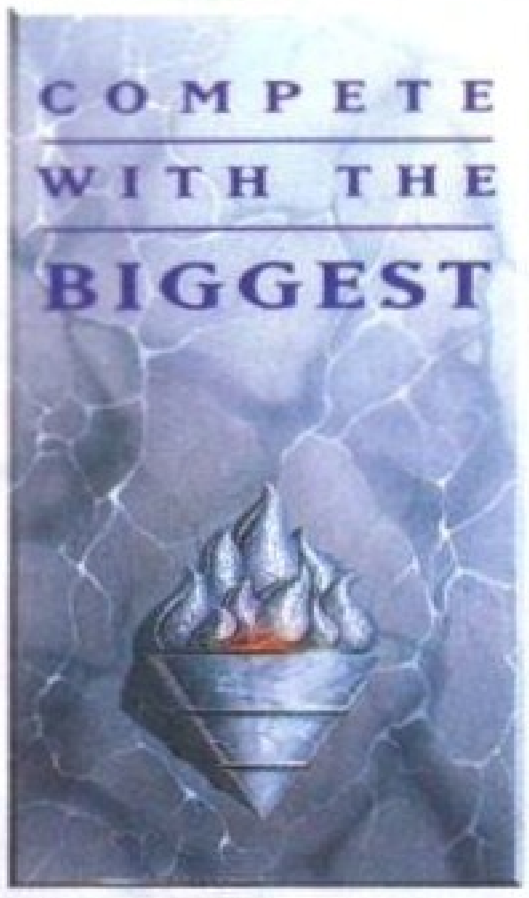
WHAT SOFTWARE DO YOU HAVE, WHAT INTERESTS YOU?

One thing we were pretty sure of was that most Amiga owners own a copy of *Deluxe Paint*: after all, it's been given away with the Amiga for years. What we were hoping was that most people would have *DPaint III* or *IV*, not one of the outdated versions. We also suspected that word processing would be the next most popular kind of non-games software. Remember, this is only commercial stuff: PD was excluded. Let's see how near the mark we were.

Deluxe Paint 3	63%
Deluxe Paint 4	25%
Other paint	51%
3D graphics	18%
Structured drawing	6%
CAD	5%
DTP	21%
Database	36%
Spreadsheet	26%
Accounts	18%
Video titling	7%
Word processor	53%
WP plus graphics	27%
Comms	5%
Music	39.72%
Educational	15%
Programming	31%

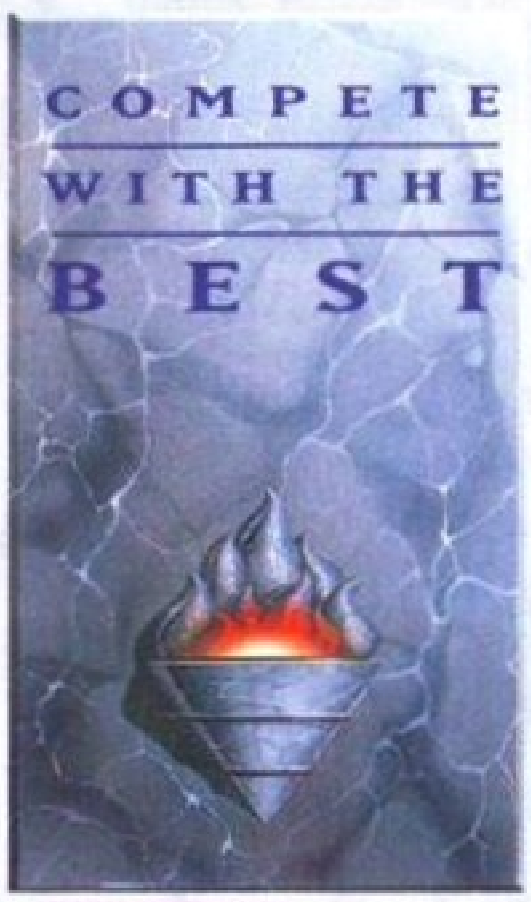
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A TRULY OLYMPIC



OVER 30 EVENTS!

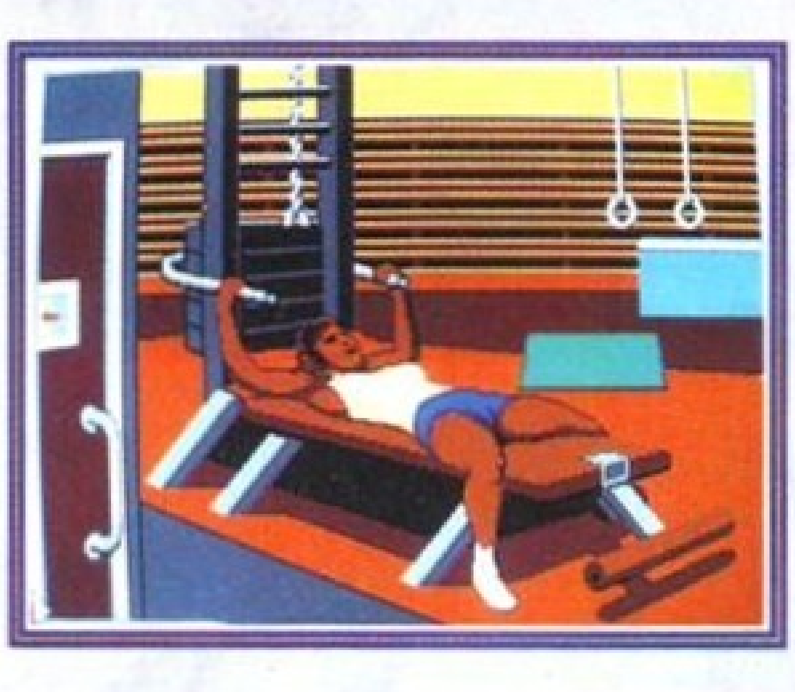
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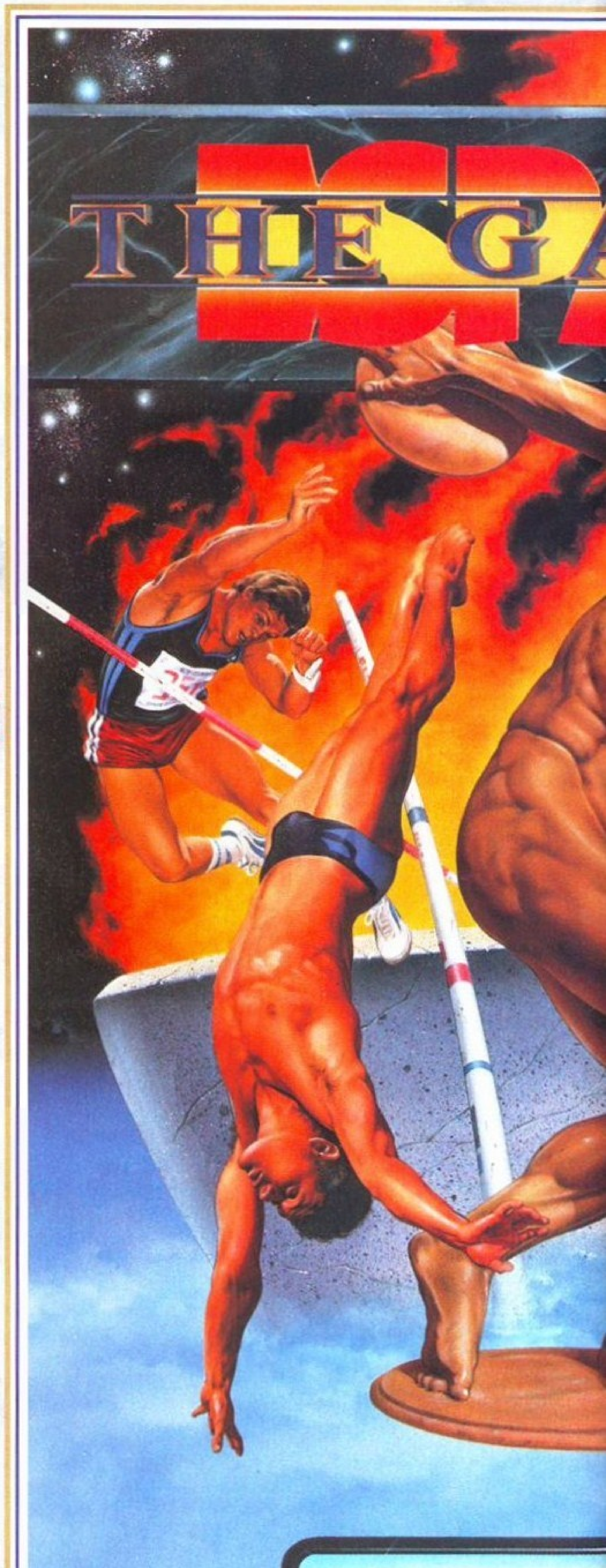


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All over the country, schools are realising that the best computer on which to teach basic skills is the one that students use at home – the Amiga. One school in Middlesex is an ideal example...

Learning for the future



Students at Feltham School like using the Amigas there because they're used to using them at home.

SITUATED NOT TOO far away from the end of the runway of London's Heathrow airport is a school which is pioneering in many ways, not least for its approach to the Amiga. It was the idea of Tony Loughlin, the school's director of information services, to introduce Amigas to the school, and now they've got 24 Amiga 500s to join the 150 other computers in the school.

The Amigas have a whole room dedicated to them, which Tony is very proud of, as are Commodore, who see the Feltham school as a showcase. The Amiga is used by all ages right across the curriculum, from English lessons using both word processing and DTP skills, to music where students can compose, or learn to play the piano with their newly acquired Miracle keyboard.

Tony is obviously a popular man with his pupils and probably more so since he proposed introducing the Amigas into the school: "It just seemed the right thing to do. The computer that many of the kids are familiar with is the one that they have at home. Not only this, but if kids use a computer at school, they want the machine they use there to be the one they use at home so that they can take their work home and continue it there."

Feltham Community School has had Amigas installed for two years now. They are all networked using a NetProfit system, and they all share a 100Mb hard drive and a printer. "Since they used the Amiga at school, plenty of kids have gone out and bought one and stuff they do at home they can then be printed out at school the next day."

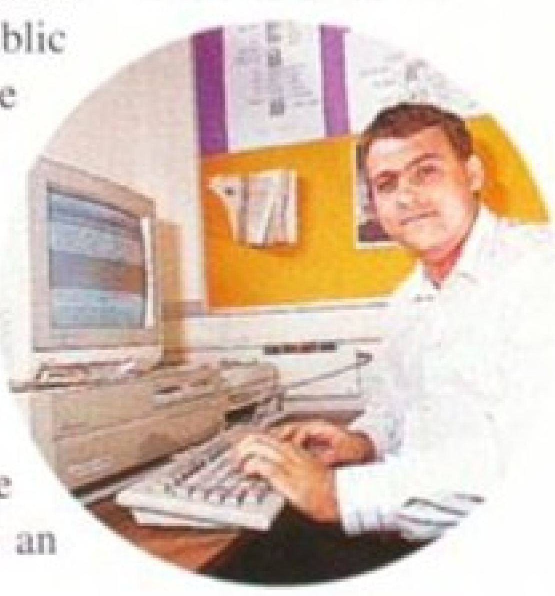
The Amiga link with the school does not just stop there though. Lurking in the library is a CDTV with its own library full of CD-ROM material, which Tony says is especially useful for learning modern languages because kids can read and interact with the stories in either French or German.

Tony goes on to emphasise the community-base of the school: "We've even had employees in from the local offices of Ricoh [the Japanese camera firm] to look at the *Japan World* disc, to help them get a better understanding of the language and the country." The library also contains its own public domain collection which students are free to take home with them. And the most popular magazine that goes out of the library is, of course, ***Amiga Format***!

Tony was eager to get a posse of his students down to give us a demo of their *Deluxe Paint III* skills. You could certainly tell the ones who had that little bit of an edge – they've obviously got an Amiga at home!



Steven Elswood (above) and Paul Fryer (below) are typical enthusiasts, taking their work home and also bringing skills they've learned at home into school work.



Paul Fryer is one of the sixth form students who helps run the Amiga computer room, and his enthusiasm for the subject doesn't just stop when the bell goes at half-past three. Paul has an A500 at home which he's had for about two years. His main use for his Amiga is for graphics, not games, "though I don't mind the odd game of *BattleChess*," he admits. He's currently doing an A level in graphics, where students are encouraged to use all sorts of different computers, and so he finds being able to use *Deluxe Paint* a real boon.

It doesn't stop there, though. Paul uses *ProWrite* to type out essays and reports for his Business Studies A level, though he has to print them out at school because he hasn't got a printer – yet.

Steven Elswood, one of the 12-year-olds showing off his *DPaint* skills to the camera, is another who has an advantage over his peers. His dad bought an Amiga last year which he uses for his school work and for creating mini-masterpieces in *Deluxe Paint*. But it's not all work, work, work. Steve and his brother do play games (surprise, surprise) and his favourite is *Prince of Persia*.

1992 Amiga Format survey results

Sure enough, 88% of Amiga users have some form of *Deluxe Paint* and the highest other category is word processors at 80% total. Music, programming (surprisingly), databases, spreadsheets, DTP and 3D graphics are the next most popular in that order. Perhaps the results on music are distorted by the fact that 120,000 readers of the Christmas 1991 issue will have got *Sequencer One*, and there's a suspicion that *AmigaBasic* counted in with some of the programmers.

Again, the figures for what software people are intending to buy will be of direct influence on our coverage in the future. let's see what people are most interested in doing...

Deluxe Paint III	3%
Deluxe Paint IV	18%
Other paint	3%
3D graphics	11%
Structured drawing	6%
CAD	6%
DTP	11%
Database	10%
Spreadsheet	9%
Accounts	9%
Video titling	10%
Word processing	11%
WP plus graphics	15%
Comms	4%
Music	11%
Educational	9%
Programming	21%

A whole bunch of people want to upgrade to *Deluxe Paint IV* (you sensible people), which roughly translates to 26,000 copies of the program. Electronic Arts should be pretty pleased about that.

That aside, most popular field for further exploration in the software scene is (shock horror probe!) programming. No wonder we've had so many people asking when we are going to run Bullfrog's tutorial on how to get started as a games programmer. Bullfrog is the development team that produced *Populous* and they are experienced at teaching people to program from scratch. The good news is that their tutorial will definitely start soon. The bad news is that we won't be able to say exactly when until next issue. Watch this space...

Meanwhile, back at the ranch... Runner-up in the 'most popular software for the future' are word processors with graphics; third place goes to DTP and plain vanilla word processing equally; while equal fifth are music and 3D graphics. More on all these will follow very soon.

WHAT DO YOU THINK OF *AMIGA FORMAT*?

Here's crunch time for us! This is where we find out what are the most popular and the least popular pages of the magazine, so that we can fine-tune it to give you the magazine you'd most like to read.

The way it works is slightly complicated, but here's the gist. We asked you to vote for which bits of the magazine you'd like to see more or less of. What we've done is tot up the votes and then subtract the 'lesses' from the 'mores'. This means a popular part of the magazine will have a high posi-



John and Michael discovered the Amiga is a cheap and yet powerful platform for their training systems. Their award-winning Vistrain system teaches top policemen to handle crises effectively.

That buzzword multimedia doesn't make a lot of sense until you see it in use, but the National Computing Centre are winning awards for their multimedia system that trains policemen in one of the most difficult areas of their work...

Putting theory on to the streets

JOHN EARY, MICHAEL BREDBURY and Roy Stepney are the main reasons behind the Amiga's involvement in an impressive multimedia project, inspired by football stadium disasters like Hillsborough, which has involved the NCC, the Scottish Police College and the program on last month's coverdisk, *CanDo*. All of the latter have resulted in the Vistrain disaster training system.

John showed us a set-up of three A2000s to demonstrate Vistrain (Video Based Integrated System for Training Applications), which he and his colleagues were commissioned to produce for the Scottish Police College. The police needed an interactive system to train senior officers in charge of controlling crowds at major events, such as football matches.

Previously, the College used classroom, paper-based exercises in which teams of officers were given notes describing a situation and asked how they would respond. Of course, the exercises lacked realism and trainers couldn't quite get the atmosphere of policing something like a Celtic vs Rangers clash.

Michael was the man who did the legwork behind Vistrain, but why did he go for a system that used Amigas when surely there were plenty of other options? "At the start of the project we did a technical feasibility study to see what equipment was available. The original approach was, in fact, to use IBM-compatibles, but the cost was beyond the budget for hardware."

So what led you towards the Amiga? "We'd used them before for an in-store guide that went into stores of House of Fraser, and I knew all about them as I had one at home." Michael is also an avid ***Amiga Format*** reader. But John points out that the cheaper option was not an inferior one: "By no means, because of the Amiga's multitasking facilities it meant that we had no loss in performance."

> " Trainees have to spot potentially serious incidents: the selling of forged tickets or the explosion of a tear gas canister. Video pictures and radio messages create a real-life atmosphere "

So how did they come up with the option of *CanDo*? "We'd fitted each 2000 with a genlocking device which let us superimpose text and graphics from the computer on to video disc, and conventional authoring tools weren't powerful enough to achieve what we wanted to do. But then we came across *CanDo*, which is a programming language that can create a window environment with drop-down menus more quickly than basic programs and it was particularly powerful in this environment."

They took us through a typical training session for officers involved in crowd control. The video footage is authentic film of football matches and during a training session there are four networked Amigas linked to the facilitator's A3000. Four groups act out various roles. The session is divided into four scenarios during the match and the trainees react to various video and voice cues and potentially serious incidents: the selling of forged tickets or the explosion of a tear-gas cannister.

Because the Amigas are churning out video pictures and radio and telephone messages, a real-life atmosphere is created and all the radio messages passing between the teams can be played back to see where trainees go wrong.

Vistrain has won awards, including the European Training Technical Award, which shows that the Amiga is a capable machine and that people in real-life situations are using them. It's not just a home computer.

tive percentage, while an unpopular section will have a low percentage or even a minus number. Here's how you rated the different bit of the magazine, in order of popularity:

Free commercial program	78%
Coverdisk	68%
News	62%
Hardware reviews	57%
Letters	57%
Practical features	55%
Buyers' guides	54%
Serious reviews	52%
Workbench	50%
Ideas features	41%
Public Domain	40%
Gamebusters	39%
Beginners features	30%
Competitions	29%
Graphics reviews	29%
Game reviews	27%
Cheap 'n' cheerful	14%
Game previews	9%
Music reviews	-5%
Chart/history	-23%
Adverts	-40%

So, let's try to make some sense of that lot. Well, something everyone's happy with should in theory come out with zero percent, but I have a feeling that it's not quite that simple. It seems as if a side -effect of the system is that even a moderately popular section of the magazine will come out with a decent-sized positive figure.

One think we really do find surprising is that advertisements are so extraordinarily unpopular. Even though people who think there are too many ads in the magazine are very vocal, we've found in the course of past surveys that an equal number of folk like or dislike the ads.

After all, advertisements are useful when you want to buy something and you are shopping around to get the best possible price. Besides which, another figure from the survey shows that 60% of readers buy games by mail order, so surely you need the ads? Hmm...

As for the rest, well, it's clear that game previews aren't popular and nor are the chart pages, so you may well discover them gone next issue.

On the positive side, we will definitely be increasing our news coverage and to make up the gap left by the disappearance of Previews there will be a strong game element in the new, extended News section.

Disks are clearly immensely popular, so we'll be carrying on with complete programs: we've got a few brilliant ideas lined up already. Everything else is under review!

ANY LAST THOUGHTS?

If the views expressed in this survey have agreed closely with your own, or if you think they're nonsense, drop us a line. Should we drop the game previews, or do you find them useful? If we do more news coverage, what do you want to hear about?

Whatever you've got to say, please take the trouble to write and let us know. The address is Letters, ***Amiga Format***, 30 Monmouth Street Bath BA1 2BW. Get scribbling!

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STAR LC20 9 PIN MONO - Up to 150/38 cps — £154.95
- Simultaneous, continuous and single sheet stationery, great paper handling
- 240 x 240 dpi Graphics
- Multiple font options

STAR LC200 9 PIN COLOUR PRINTER - 185/40 cps — £199.95
- 80 Column Dot Matrix
- 240 dpi - 9 Pin COLOUR
- 16K Buffer, 8 Fonts
- Front panel programming
- Push/pull tractor, rear/bottom feeds & Reverse paper feeds
- Micro paper feed
- Colour & mono ribbons
- Paper park with auto single sheet loading
- 12 month warranty

CITIZEN SWIFT 9 PIN COLOUR - 160/40cps — £199.95
- 8K Buffer, 4 Fonts
- Push and pull tractor
- Feed for labels/multi part stationery
- 240 x 240 dpi Colour Graphics
- 2 Year Citizen warranty

STAR SJ48 INKJET PRINTER — £239.95
- 64 Nozzle ink jet
- Comes with AC adaptor
- Large 28K Buffer
- Optional Ni-Cad battery
- Emulates Epson LQ /IBM
- Proprinter,full compatibility
- 360 x 360 dpi near laser print quality

CANON BJ10ex NOW AVAILABLE FROM HARWOODS
A fantastic near laser quality inkjet printer [spec as SJ48 above] — £244.95

STAR LC24/200 24 PIN MONO - 220/55 cps — £239.95
Mono version of LC24/200 Colour, same spec except for a smaller 7K buffer

STAR LC24/200 24 PIN COLOUR - 220/55 cps — £289.95
- 80 Column Dot Matrix
- 360 dpi - 24 Pin MONO
- 30K Buffer (expandable)
- 10 Resident Fonts
- Front Panel Pitch Select
- Push/pull tractor & rear/bottom feeds
- Paper park with auto single sheet loading
- Supplied with mono ribbon
- Reverse paper feed
- Micro paper feed
- Program from front panel,
- No DIP switches
- 12 month warranty

NEW 24 Pin CITIZEN 224 COLOUR - 160/53 cps — £229.95
- 80 Column Dot Matrix with 4 Fonts
- 360 dpi - 24 Pin COLOUR
- 8K Buffer expandable to 32K
- Easy to use front panel controls
- Push & pull tractor feeds
- Complete paper parking facilities.
- Supplied with mono & colour ribbons
- Full 2 Year Citizen Warranty

NEW 24 Pin CITIZEN SWIFT 24E COLOUR - 180/60 cps — £299.95
- 80 Column Dot Matrix with 7 Fonts
- 360 dpi - 24 Pin COLOUR
- 8K Buffer expandable to 32K
- Easy to use LCD panel controls
- Push/pull/bottom tractor feeds
- Complete paper parking facilities.
- Supplied with mono & colour ribbons
- Full 2 Year Citizen Warranty

STAR XB 24 PIN COLOUR RANGE... XB24-200 and XB24-250 - 275/80 cps
XB24-200 Colour £399.95 — Wide Carriage XB24-250 Colour £499.95
- Exceptional print quality
- 4 x 48Pin super letter quality fonts
- 14 x 24Pin near letter quality fonts
- Buffer: 29K(XB24/200) & 76K (XB 24/250)
- 360 x 360 dpi Colour Graphics
- 12mths on-site warranty (UK Mainland)

HEWLETT PACKARD PAINTJET COLOUR A4 INKJET — £579.95
- For presentation graphics/DTP, CAD and technical/scientific applications
- Parallel/Centronics or Serial RS232 I/F (specify with order, MAC option available)
- A full page of colour graphics in 4 minutes (typical)
- Non impact printing, virtually silent, 43dba
- Will print transparencies
- 1Yr on-site warranty (UK Mainland)

STARSCRIPT - 4ppm POSTSCRIPT COMPATIBLE LASER — £999.95
A4 Laser Printer, will connect to PC, Amiga, Atari ST, Macintosh etc.
- 300 DPI, 2Mb. Upgradable to 5Mb.
- Emulations inc: HP Series II, Epson EX800, IBM Proprinter & Diablo 630
- Complete with "Starscript"
- (Stars version of postscript)
- 49 quality fonts
- Serial & Parallel I/F
- Appletalk I/F for Macs
- 1Yr on site warranty (UK Mainland)

PRINTER RIBBONS

PRINTER	PRINTER TYPE	BLACK RIBBON	BLACK RIBBON 'SIX PACK'	COLOUR RIBBON	COLOUR RIBBON 'SIX PACK'
CITIZEN 120D+	BLACK ONLY	£4.95	£24.95	N/A	N/A
CITIZEN 124	BLACK ONLY	£4.95	£24.95	N/A	N/A
CITIZEN SWIFT 9	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
SWIFT 24/24E/224	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
STAR LC10*/20☆	BLACK/COLOUR	£4.50*☆	£24.95*☆	£6.90*	£36.50*
STAR LC200	BLACK/COLOUR	£6.95 ZX9	£36.95 ZX9	£12.95 ZX9CL	£69.95 ZX9CL
STAR LC24/200	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 X24CL	£74.95 X24CL
STAR XB RANGE	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 X24CL	£74.95 X24CL
STAR SJ48 INK CARTRIDGE	BLACK ONLY	Also compatible with Apple Stylewriter and Cannon BJ10ex Bubblejet			£15.95ea.

PRINTER ACCESSORIES

Citizen 120D+ Sheet Feeder	£69.95
Citizen 120D+ Parallel Interface	£49.95
Citizen 120D+ CBM C64 Serial Interface	£49.95
Citizen 124D 32K Buffer	£13.95
Citizen 124D Semi-Auto SheetFeeder	£39.95
Citizen 124D Automatic Sheet Feeder	£79.95
Citizen 124D Printer Stand	£24.95
Citizen Swift 9 Semi-Auto SheetFeeder	£39.95
Citizen Swift 9 Automatic Sheet Feeder	£79.95
Citizen Swift 9 Printer Stand	£24.95
Citizen Swift 9X Printer Stand	£34.95
Citizen Swift 9X Automatic Sheet Feeder	£139.95
Citizen Swift 24 32K Printer Buffer	£13.95
Citizen Swift 24 Semi-Auto Sheet Feeder	£39.95
Citizen Swift 24 Automatic Sheet Feeder	£79.95
Citizen Swift 24 Printer Stand	£24.95
Citizen Swift 24X Auto Sheet Feeder	£139.95
Citizen Swift 24X Printer Stand	£34.95

Star LC-20 Auto SheetFeeder	£74.95
Star LC24-10 32K Buffer	£67.95
Star LC24-10 Auto SheetFeeder	£74.95
Star LC-200 Automatic SheetFeeder	£74.95
Star LC 24-200 32K Printer Buffer	£34.95
Star LC 24-200 Auto SheetFeeder	£74.95
Star SJ48 Automatic Sheet Feeder	£54.95
Star SJ48 Ni-Cad Battery	£39.95
Star XB 24-200 Pull Tractor	£34.95
Star XB 24-200 Font Cart-Styles TBA	£29.95
Star XB 24-200128K Printer Buffer	£89.95
Star XB 24-200 Auto SheetFeeder	£114.95
Star XB 24-200 Dual Bin Sht. Feeder	£429.95
Star XB 24-250 Pull Tractor	£34.95
Star XB 24-250Font Car. -Styles TBA	£29.95
Star XB 24-250128K Printer Buffer	£89.95
Star XB 24-250Auto SheetFeeder	£174.95
Star XB 24-250Dual Bin Sht. Feeder	£469.95

Hewlett Packard PainJet Original Printer Accessories...

Black Ink cartridge	£25.95
Colour Ink Cartridge	£31.49
Single Sheet Printer Paper	£17.95
Z-Fold Printer Paper	£15.95
Transparency Paper: Pack of 50 Sheets	£52.95

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CM8833/II INCLUDES FREE... F19 STEALTH FIGHTER

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PHILIPS CM8833/II — 14" Stereo High Resolution Colour Monitor — £219.95

The ever popular 14-inch Philips CM 8833 MkII. Its versatility means you not only get excellent colour graphics & text performance with a wide range of personal computers, but when connected to a VCR , you get an amazing 600 pixel TV picture.With the 8833 MkII, Harwoods give you the complete set up, to get you going straight away... Monitor, RGB picture and Stereo Audio Cables, Tailored dust cover, and 12 Months on site service warranty. ☆RGB/AD, TTL, Composite. Video & stereo audio inputs ☆Can be used as a TV with VCR or Tuner ☆Also as a Video Camera display monitor ☆Retractable stand ☆Twin Stereo Speakers ☆Headphone Jack Socket ☆FREElead for your computer ☆FREE 12 Month on site service warranty.

COMMODORE 1084S — 14" Stereo High Resolution Colour Monitor — £249.95

Commodore's Own Stereo High Resolution Colour Monitor with... ☆RGB/AI/TTL, Composite. Video/Audio Inputs ☆Can be used as TV with VCR or tuner. ☆Twin Speakers for stereo output ☆Supplied with cables for A500/600, CGA PC,\C16-64-128.

PHILIPS 15" FASTEXT TELETEXT TV MONITOR — £249.95

SUPERB DEFINITION PHILIPS MONITOR TV. IDEAL FOR AMIGA OR CDTV USERS, GIVING FOR THE FIRST TIME TRUE MONITOR QUALITY FROM A FULL FEATURE TELETEXT TV AT AN AFFORDABLE PRICE! LOOK AT THE FEATURES... ☆Direct Scart Connector for Amiga, CDTV, VCR OR SATELLITE RECEIVER ☆RGB/AD, Composite Video & audio inputs ☆FULL TELETEXT FACILITIES (FOR THIS FACILITY EXTERNAL AERIAL SHOULD BE USED) ☆Headphone Jack Socket ☆FULL TWO YEAR GUARANTEE ☆2000 CHARACTER HIGH DEFINITION FST TUBE ☆SUPPLIED WITH LOOP AERIAL ☆REMOTE CONTROL ☆FREE lead for YOUR computer (*IF YOU WOULD LIKE THE MONITOR TV N OUR PACKS 2, 3, AND POWERPRO, AT JUST £20 EXTRA, TO REPLACE THE 8833/II, SIMPLY ADVISE US AT THE TIME OF ORDERING)*

It's important to remember that most TV Monitors, are still first and foremost televisions, meaning that their average 400 pixel tube display 50% lower resolution than a monitor) cannot be guaranteed to display 80 column text clearly without risking eye strain. If choosing a Television Monitor ensure it has the latest 2000 character tube capability, meaning it can handle the Amigas' 80 characters, by 25 line output clearly.

10 GREAT GAMES WITH YOUR TV OR MONITOR FOR ONLY £10 (ie. These games are available with Harwoods Amiga Packs 1, 2, 3, & Powerpro...see details on pages 1 & 2 of this ad!!!

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Cumana CAX354 3.5" External 2nd Drive. — £54.95

☆Features Include ☆Long connecting cable ☆Access Light ☆1Mb, (880K Formatted) Capacity ☆Throughport ☆Enable/Disable Switch ☆Compatible with Amiga500/600/10001500/2000/3000 and CDTV

NOW SUPPLIED WITH A FREE 3.5" Disk Head Cleaner

GVP 52-420Mb HARD DISK DRIVES WITH MEMORY EXPANSIONS OF UP TO 8Mb.

☆Capacities of 52 to420Mb ☆Connects to sidecar bus [L/H side A500/A500 Plus] ☆Autoboots with Kickstart 1.3/2.0, boot enable/disable switch ☆Up to 8 Mb of RAM ☆SCSI Port allows up to 7 other devices to be connected ☆Supplied with easy to use software ☆2 Year Warranty ☆Dedicated PSU ☆Mini slot for future expansion ☆PC-AT Emulator planned to be available for 1992

GVP AMIGA A500 HARD DRIVES

RAM SIZE	CAPACITY 52Mb.	120Mb.	240Mb.
0Mb.	£349.95	£459.95	£729.95
2Mb.	£419.95	£529.95	£799.95
4Mb.	£489.95	£599.95	£869.95
8Mb.	£629.95	£739.95	£999.95

GVP AMIGA 1500/2000 HARD DRIVES

RAM SIZE	CAPACITY 52Mb.	120Mb.	240Mb.	420Mb.
0Mb.	£289.95	£409.95	£639.95	£1169.95
2Mb.	£359.95	£479.95	£709.95	£1239.95
4Mb.	£429.95	£549.95	£779.95	£1309.95
8Mb.	£559.95	£679.95	£899.95	£1429.95

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AMIGA MEMORY EXPANSION

HARWOODS AMIGA 1Mb PRO-RAM PLUS

ADD MORE POWER TO YOUR AMIGA 500 PLUS WITH A FULL 1Mb. UPGRADE!!!

- ☆ 1Mb. RAM expansion for the Amiga 500 Plus
- ☆ Gives a total of 2Mb. of RAM
- ☆ Easily fitted without any dismantling in the trapdoor expansion slot underneath Amiga. DOESN'T invalidate your warranty!
- ☆ Low power consumption ☆ 2 Yr Guarantee!

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Only £39.95

0.5 Mb PRO-RAM

- ☆ Compatible with Amiga A500 and 500 Plus
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Only £29.95

LOOK OUT FOR THE A600FD/HD UPGRADE AVAILABLE SOON!!!

CUMANA SEGA Nintendo star CITIZEN GVP

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CDTV

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...WITH 1 MEGABYTE OF MEMORY, AND A COMPACT DISK DRIVE OF ALMOST INFINITE SIZE. A DISK DRIVE SO VAST, IT CAN TORE HUNDREDS OF MILLIONS OF DIGITS OF DATA. THIS DATA COULD BE, SPEECH, ANIMATED PICTURES, DIGITISED STEREO SOUND, COMPUTER IMAGES OR WHOLE ENCYCLOPAEDIAS.... AND MORE.

IMAGINE THIS AND YOU CAN START TO GRASP THE CONCEPT OF CDTV

FREE CDTV STARTER PACK ONLY FROM HARWOODS!!!

WHEN YOU CHOOSE YOUR CDTV FROM GORDON HARWOOD, NOT ONLY DO YOU GET OUR LEGENDARY SERVICE, BUT WE GIVE YOU A CDTV STARTER PACK, TO GET YOU EXPLORING YOUR NEW WORLD - STRAIGHTAWAY. THIS INCLUDES A SUPERB SELECTION OF CD DISK TITLES INCLUDING THE WELCOME TUTORIAL & HUTCHINSONS ENCYCLOPAEDIA, PLUS ... FIVE GAMES, SHERLOCK HOLMES & THE HOUND OF THE BASKERVILLES, SIM CITY, CHAOS IN ANDROMEDA, A TOWN WITH NO NAME, AND THE ACCLAIMED LEMMINGS, WORTH IN TOTAL ALMOST £200.00. IN ADDITION IS A FREE INFRARED REMOTE CONTROLLER. EVERYTHING TO GET YOU STARTED!

£499.95

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CD 1252 MOUSE — INFRARED MOUSE WITH BATTERY SAVER. £49.95
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CD 1401 MEMORY CARD — PERSONAL RAM CARD CONTAINING 64K OF MEMORY FOR STORING DATA OR AS A BOOKMARK FACILITY WITHIN CDTV £79.95
CD 1405 MEMORY CARD — A LARGER PERSONAL RAM CARD, 512K OF MEMORY FOR STORING DATA ON CDTV £249.95

CBM FLOPPY DRIVE 3.5" FLOPPY DRIVE WITH CAPACITY. MATCHING BLACK FINISH . SUPPLIED WITH WORKBENCH DISKS/MANUALS etc. £99.95
CD 1301 GENLOCK PAL BASED VIDEO INTERFACE CARD FOR SUPERIMPOSING CDTV IMAGES OVER A VIDEO SIGNAL PROVIDED BY ANY STD VIDEO SOURCE £149.95
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Plus lots of Great CDTV Software in stock!!!

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HARWOODS AMIGA PRO-GEN
NEW LOWER PRICE
Complete with FREE Multi-Cable Connecting Kit!

PROFESSIONAL QUALITY GENLOCK FOR COMPUTER AND VIDEO MIXING, AT A DOWN TO EARTH PRICE!!!

PRO-GEN with Photon Paint 2.0 **ONLY £84.95**

MODE SWITCH-BOX FOR PRO-GEN AND RENDALE 8802 GENLOCKS
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Switch-box Switches Between Foreground, Background, Video And Computer Modes. **£29.95**

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MIDI INTERFACE (5 Port): In, Out, Through plus 2 switchable thru'/out. Inc. 2 cables. £24.95

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BUY ALL THREE AMOS PROGRAMS FOR JUST **£89.95**

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Lattice C: An ideal tool for the C programmer whether experienced or a novice. The best way to create applications for the Amiga. Fully supports Motorola chipset. Nearly 300 functions optimised to help the user write the tightest possible code. Includes screen editor. Most Amiga C books are based around lattice. (Requires either 2 floppy drives OR a hard disk drive) £199.95

Deluxe Paint IV: Paint and animation package, now including HAM mode. (1 Mb. minimum memory or more recommended) £79.95

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STEREOMASTER: High quality "stereo" sampler (best for sampling instruments etc.) £39.95

KCS POWERBOARD IBM PC EMULATOR ☆Allows you to run many popular IBM PC compatible software titles on your Amiga or Amiga A500 Plus ☆Hercules, CGA & Monochrome Video Support, ☆Supports Both 3.5 Inch & 5.25 Inch Diskettes ☆Fits Into A501 RAM Slot, 8088 XT Processor, ☆Clock/Calendar Included, ☆Acts As 512K RAM Exp. When In Amiga Mode, ☆Includes MS-DOS 4.01, Shell & GW-BASIC, DOS-Help, & On-Board Memory ☆Supports A590 Hard Drive, Mouse Driver Software Included. WHEN ORDERING PLEASE SPECIFY WHETHER YOUR AMIGA IS A 1.3 OR PLUS VERSION MACHINE. — £219.95

KCS POWERBOARD AS ABOVE BUT WITHOUT: MS-Dos 4.01, GW-Basic, Shell, — £189.95

POWER MONO SCANNER COMPLETE WITH POWER SCAN SOFTWARE — £99.95
100dpi TO 400dpi. Supports up to 64 grey shades. Throughport for printer etc. Supplied with Power Scan software, allows full screen image editing, interlace mode on or off, edit true grey scale and even colour images.

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RAM expansion giving massive memory WITHOUT dismantling your Amiga, avoiding the invalidation of warranty. Easily connects to sidecar with bus 'pass-through' for HD's etc.

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Miracle is the first Piano to teach you how to play it. Whether you want help finding Middle C, or want to learn how to play Mozart, Miracles stunning Amiga Software and Midi Keyboard turns learning into FUN. Study Classical, Rock and even Jazz.

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COMPETITION PRO STAR JOYSTICK The ONLY joystick to obtain a 100% rating from a magazine review! — £13.95

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150 piece stackable 3.5" disk storage boxes

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MANY MANY MORE ACCESSORIES TOO NUMEROUS TO LIST ARE ALWAYS AVAILABLE FROM GORDON HARWOODS.
Shown here is just a selection of accessories but, if what you want is not listed just phone us and ask!!!

PHILIPS Canon™ Apple™ hp™

*Credit terms are available (subject to status) for most products; see our ordering panel at the end of this advert for full details

EDUCATION SOFTWARE

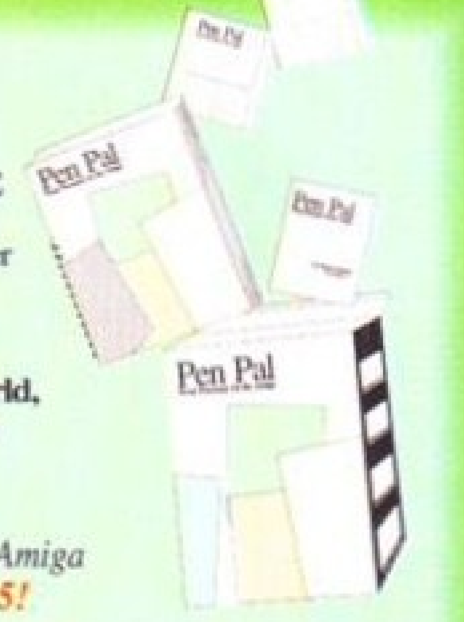
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WEATHER WATCHER - Collect & analyse data using graphs etc. even animate your own weather map! **CALENDAR QUIZ** - Quiz based time related events.
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With Pen Pal you can mix text, 4096 colour graphics & data in ways no other w/p can! "It's handling of graphics is unsurpassed: Pen Pal is the only word processor I tested that will automatically wrap text round graphics.. **Amiga World, July '90**



£79.95

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The Closer you look, The Better we look.

MEGA GAMES PACK

New Amiga 600

MEGA GAMES PACKS

HARWOODS MEGA GAMES PACKS ARE NOW BASED ON THE EXCITING NEW AMIGA A600 RANGE OF 1Mb COMPUTERS AND ARE ONLY AVAILABLE FROM GORDON HARWOOD COMPUTERS...'The Original Pack Specialists'

ALL OUR AMIGAS ARE UNITED KINGDOM SPECIFICATION AND INCLUDE THE FOLLOWING...

A600FD
1 Mb. Disk Drive, 1Mb RAM, Integral TV Modulator, 4096 Colours, Multi Tasking, Speech Synthesis, 4 Channel Digital Stereo Sound, Mouse. Workbench Disks & Manuals, ALL Connecting Cables, One Great Game from Commodore & Deluxe Paint III

A600HD
Spec. as above but with a 20 Mb. Hard Drive fitted.
PLEASE NOTE...
Neither the Commodore Game or Deluxe Paint III are included with the A600HD





GAMES PACK

THAT'S RIGHT HARWOODS HAVE PUT TOGETHER THE ULTIMATE AMIGA PACKS YET AGAIN...
STARTING WITH THE MEGA GAMES PACK 1 WHICH INCLUDES SOME GREAT GAMES!

Just look at what you get NOW...

- **AMIGA A600FD COMPUTER WITH A FULL 1Mb. OF MEMORY**
- **THE LATEST GREAT COMMODORE GAME** - With every A600FD you can look forward to receiving a fantastic leading title supplied by CBM which periodically changes [Supplied with A600FD ONLY not A600HD's].
- **DELUXE PAINT III** [Supplied with A600FD ONLY not A600HD's]
- **TAILORED DUST COVER AND MOUSE MAT**
- **AND A SUPERB HIGH QUALITY MICROSWITCHED JOYSTICK,**
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CAPTAIN BLOOD - Astonishing creatures and animated 3D graphics, this is a game you just have to play
ELIMINATOR - A progressive multi stage flying shoot 'em up, on a long winding course, survive if you can!
HOSTAGES - You must get your team and hostages out of the terrorist overrun embassy, without loss of life
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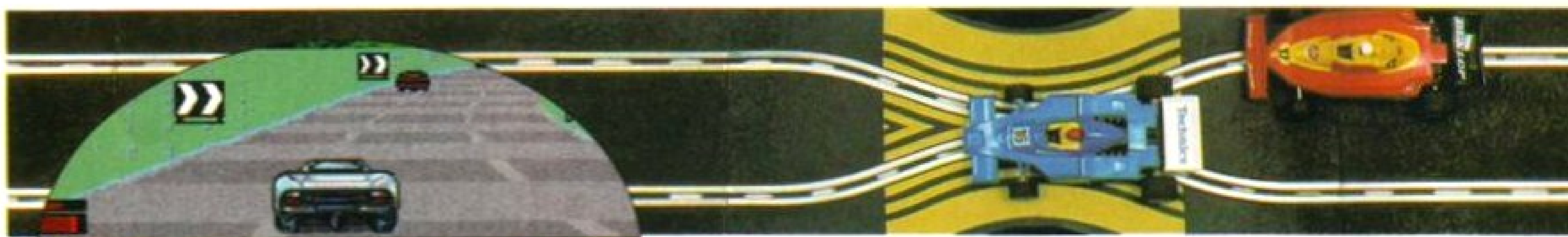
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Screenplay

Welcome to the latest edition of Screenplay: the place where you'll find the hardest-hitting reviews of the newest games available for your Amiga. Here's what's in store for you...





The Racing Round-up

Just what are the best racing games money can buy? Which ones should you avoid? What are the differences between them? Find out in our all-time championship survey, and read the full review of Core Design's new *Jaguar XJ220*. **Page 48**

Platform Pandemonium

Strange things happen when Ocean and Sensible Software team up to make a game. Find out the full story on *Wizkid* and catch the gossip from behind the scenes. What makes a good platform game anyway? We pick 10 of the very best. **Page 54**





The best – on test



Ugh!

Nope, that's not a comment, that's the name of Play Byte's caveman game. Fancy being a prehistoric taxi-driver? **Page 60**



International Sports Challenge

Have you made your mind up about this month's Coverdisk demo? Find out what we made of Empire's **Page 64**



Ashes of Empire

Provincial politics take on a new dimension in Mike Singleton's new epic. Try your hand at Soviet-style reformation. **Page 78**



Ishar

Silmarils take the role-playing genre to new heights in this sequel to *Crystals of Arborea*. But is it an *EOB*-beater? **Page 86**

THE NAME OF *OUR* GAME



Amiga Format reviews. Why are they so good? **Neil Jackson**, Screenplay's Editor, explains...

"There are always loads of new games trying to catch your eye on the shelves; some are good, some are great, but many are absolute rubbish. It's our job to sort out the good from the bad and award the best marks to the best games, not just hand out high scores to the friendliest software houses.

"We won't touch any games until they're completely finished. Why? Because you want to know what you're getting for your money, how good the game is to play, and whether it's worth making a part of your collection. So we wait until the last possible minute; then we can give you the full story. That way, you can be sure we're the most thorough, the toughest, and the ones to trust."

THE REVIEWERS

Just what are our current favourites? The team tells all...

MAFF EVANS
"Gawd! *Monkey Island 2*, definitely. It's got to be the best thing I've ever seen or played."

PAT MCDONALD
"Hmmm, let's say *Eye of the Beholder 2* because it's a game I can't take seriously at all."

MARCUS DYSON
"*Wizkid*, cos there's so much in it and every time you play you find something new."

CLARE HODGSON
"I hate to say it, but I really like *Ugh!* cos I feel I've got to beat the damn thing."

TRENTON WEBB
"Phew! *Populous 2*, because it's just very, very big and it kept me going for hours."

TIM SMITH
"*Sensible Soccer*, because it's immensely playable, with brilliant sound and it's accurate."

PAUL TYRRELL
"Oooh, it would have to be *Lemmings* still, because it's innovative, original, weird and fun."

ED RICKETTS
"Erm, *Llamatron* because it's so frantic and the samples are good. Plus it's cheap."

STEVE JARRATT
"I don't know, that's a tricky one. Probably *Paradroid 90*; it's old but I still like it."

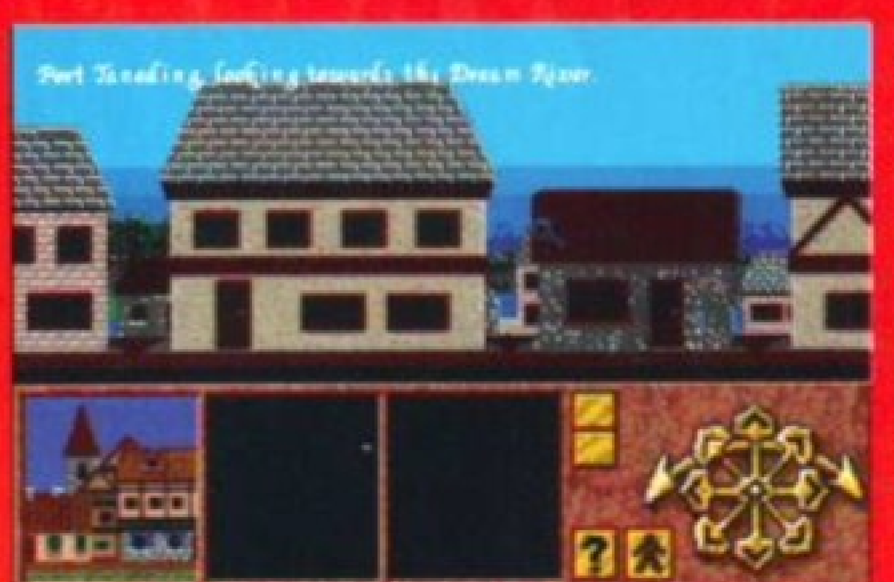
JON PILLAR
"*Shadowlands* is definitely a contender, because it's different to all the other role-playing games."

EVA HOOGH
"I'm madly into adventure games, so I guess it would have to be *Eye of the Beholder 2*."

Before you set off to find out what's top of the bill in this month's reviews, pause for a quick look into the future. We take a look at the best of the...

Coming

WORK IN PROGRESS

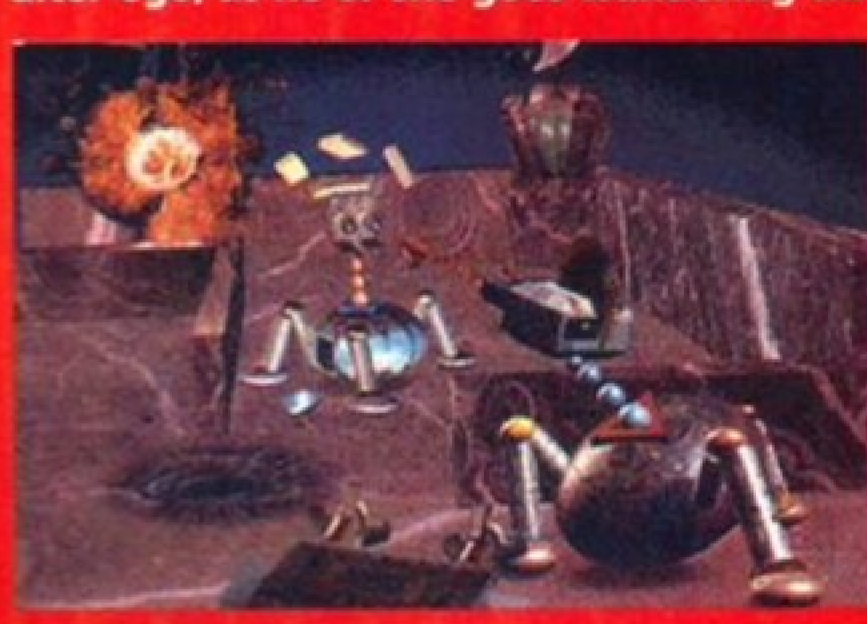


What's this? D & H Games buck their previous footballing trend and make the giant leap into role-playing games. Could *Tenebrae* be the soccer manager's equivalent of *Eye of the Beholder*?

Generally better known for their football management games, D & H Games are moving into new territory with their forthcoming Tenebrae, a fantasy role-playing adventure unlike any we've ever seen before. Instead of an *Eye of the Beholder*-style interface, *Tenebrae* uses a system of multiple windows where you can instruct your character or manipulate objects. It's also a bit different because it enables you to look at every scene from eight viewpoints, rather than the more common four. There's little animation, (encounters take place on yet another window, with messages informing you of what's happening), but the panoramic views are rather special.

A quick peek at US Gold's Work In Progress reveals a number of new games shortly to come from their American colleagues SSI. First up is the snappily-titled M, an isometric-perspective role-playing game with a science-fiction feel. You lead four characters (which you create yourself) and a rather useful robot through a host of dangerous locations where you meet and converse with potentially deadly aliens. And why, pray, are you subjecting yourself to such risks? Because it's your job to rescue a group of diplomats who are being held hostage by an evil government. We say, let 'em rot!

SSI's next offering is the slightly more standard Prophecy of the Shadow, a typical SSI role-playing adventure. Plenty of arcane rituals, magic abuse and digitised sordid goings-on make *Prophecy of the Shadow* an involved and detailed affair. This time, you only get to control the one character, your hand-created personal alter-ego, as he or she goes wandering through dungeons and catacombs filled with the usual dose of hideous creatures and evil wrong-doers.



The simulation specialists, Maxis, are taking a giant leap into the war-game arena with *RoboSport*. It's a strange multi-player, modem-linked fight to the death.

Finally, last in the SSI sin-bin, is Great Naval Battles: North Atlantic 1939-1943, a simulation of, er, great naval battles of the Second World War. You get to command either the Germans or the British navy at any of three different levels. You can take the role of the captain, responsible for the actions of a single ship, or run an entire fleet from an eagle's-eye viewpoint above the sea. Huge campaigns are yours for the fighting, or you can just dip in with the occasional mini-battle. →

Première

Core Design Expected: August

With cries of "Action!" and "Roll 'em!" Core Design announce their newest platform game, based on the good old days of Hollywood, when film directors shouted through megaphones and screamed things like "you'll never work in this town again!" *Première* is a humorous romp through six levels of odd film-related madness, where you play the part of Clutch Cable, a young film editor who's just had the final cut of his latest film stolen. Tomorrow is when the première is due to be shown, so you can guess what your task is going to be: retrieve the film and save the day.

You have a suspect for the crime: your biggest rival in the film industry. So your search takes you through six of his studio sets, where you think you might find your beloved film canisters. Each set is a different level of the game, and each has a different theme: westerns, horror movies, fantasy films, cartoons, sci-fi B movies and ol' black-and-white motion pictures.

Clutch has the ability to leap around and kick, but he needs to use special weapons to beat off the rival film-maker's henchmen. These range from dynamite found on the western level, to custard pies from the slapstick section. Fighting wears Clutch out, so he also needs to search for the special pizza tokens which will revitalise him. There's one of these stashed away near the beginning of each level, plus a supply of hot dogs and burgers to help take the edge off his appetite.

For *Première*, you can expect the same mix of cartoon style graphics and crazy gameplay that Core made their trademark in the supremely bizarre *Heimdall*. The in-game artwork is the handiwork of Jerr O'Carroll (*Heimdall*'s artist) who won the coveted Golden Joystick Award for Best Computer Graphics in 1991. Find out whether he can do the same again when we give *Première* the full review in next month's ***Amiga Format***.



Meet Clutch Cable, *Premiere*'s overstressed film editor. Can he find the stolen film by tomorrow?



Clutch bursts in on a rival studio's Wild West film set in a bid to retrieve the first missing reel.



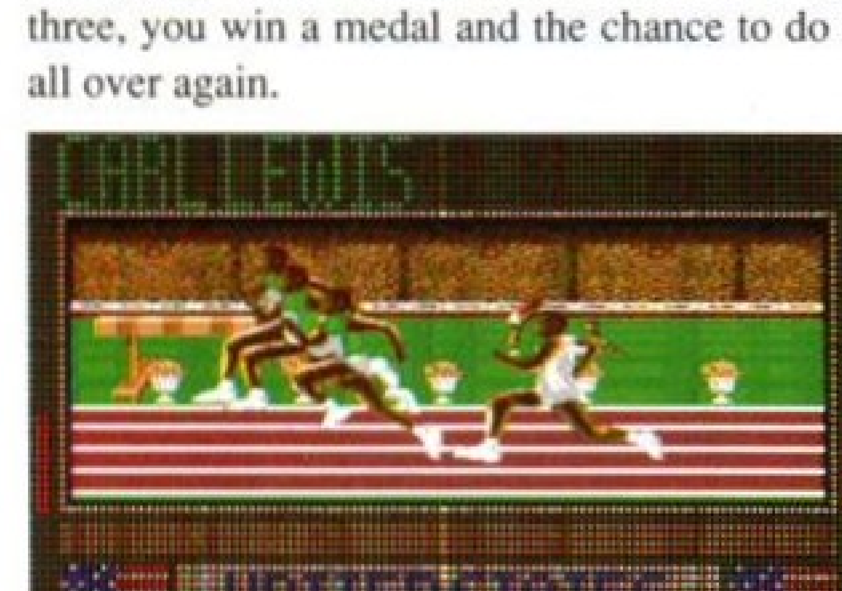
From there, it's on to the horror set to find Igor toying with the deadly Van der Graaf generator.

The Carl Lewis Challenge

Psygnosis Expected: September

Up to now, Psygnosis have managed to steer clear of licence deals but lately they've joined forces with American sprinter Carl Lewis, who's more widely known for his positive anti-drugs stance (just ask Ben Johnson!). In *Carl Lewis Challenge*, you are the manager of a team of world-class athletes. It's your job to guide them through several competitions, ranging from the 100m sprint and hurdles, to the javelin and long jump.

Your team goes to a training camp before the competition, while you judge their performance on a week-by-week basis, and decide whether they need extra courses to get them to their peak. After a bit of training, you compete in an arcade style running game which takes into account all the training you've done. If you get your runner over the line in the top three, you win a medal and the chance to do it all over again.



Wait for me! I haven't done me laces up yet. Why are we running anyway? Is it time for another post-race screening already?

Attractions



California Games 2
US Gold Expected: September



Time to don your crazy street-gear and head for the West Coast where you'll find a whole bunch of freaked-out sports to participate in. This is the sequel to the hit *California Games*, and contains such bizarre activities as snowboarding (sliding down a mountain on a surfboard), Jet surfing, skateboarding, bodyboarding (like surfing, but taken lying down) and hang gliding. Far out, man!

Lords of Time
Hollyware Expected: September



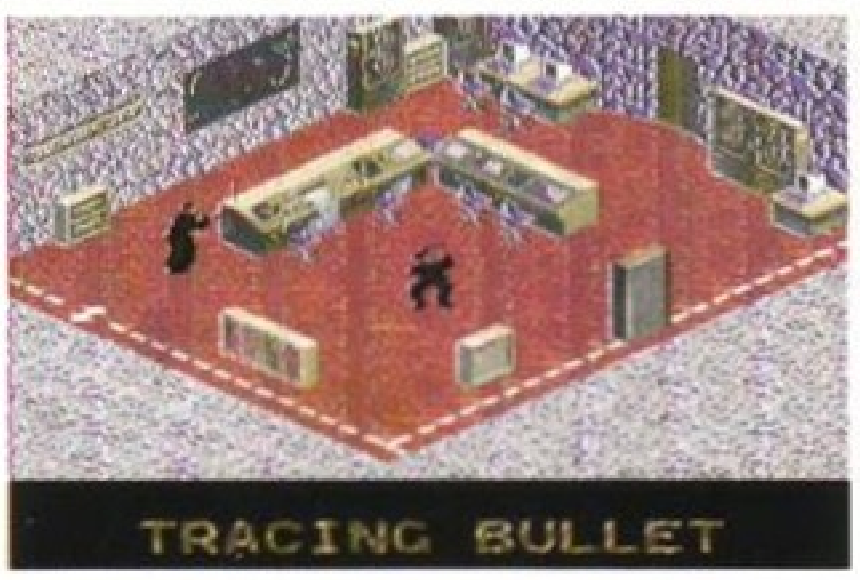
Remember *Faery Tale Adventure*, from around four years ago? Nope, neither do we, but *Lords of Time* is apparently the sequel, from re-formed ex-Microillusions developers, Hollyware. The plot is your typical hack 'n' slash fantasy affair, complete with spells, weapons and lots of strange monsters. Filmed in isometric 3D for that special 'circa 1988' look. And it looks as impressive as thrice-used cotton wool.

Hoi
Hollyware Expected: August



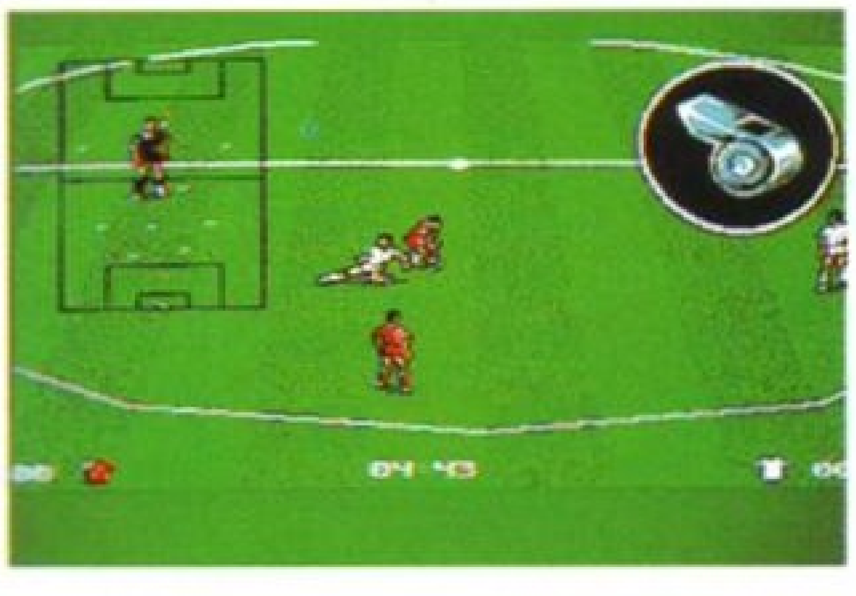
Crazy name, crazy game. *Hoi* is the platform-arcade tale of a weird crocodile-like alien who has to make his way through five levels of The Madlands to find his true love. Yet another 'wipe-clean-and-re-use' plot, so hackneyed that you think it was a taxi. But despite this, *Hoi* is a distinctly playable and fun game, once you've made it past the first (and least-inspired) level.

SAS Command
Krisalis Expected: October



This title is still being worked on, but it could be a storming game later this year. It bears a passing resemblance to *Laser Squad*, in terms of moving and shooting in game-turns, except that all the boring two-dimensional status display have been replaced by isometric 3D screens with plenty of sound effects. It's rather like a *Last Ninja* with Uzi 9mms really.

Liverpool
Grandslam Expected: August

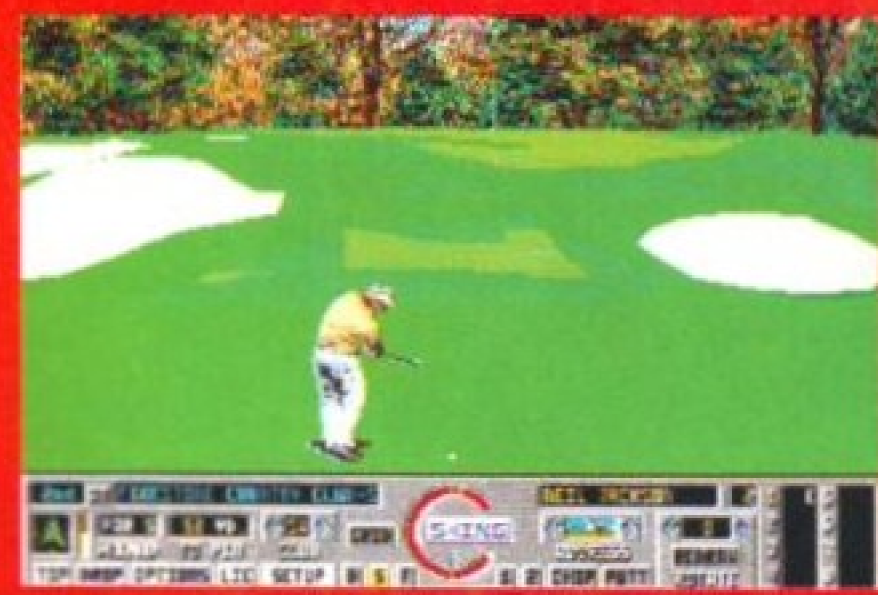


Grandslam are now muscling in on the football arena, just a little too late for the European Championships, with their 3D *Liverpool* game. It bears a stunning resemblance to Rage's *Striker*, and has many of the play options that were originally found on Anco's excellent *Kick Off 2*. Does this mean that it's going to be as big a hit as both those titles were? Find out how it scores next month...

Gobliiins
Digital Int. Expected: August



Not the weirdest game in the world, but flippin' close. Typical Gallic humour combined with a plot that wouldn't look out of place in a Python film. You control three cartoon characters with special skills like fighting, spell-casting and thieving. You must find the magic ingredients to cure the king; he's been on the sharp end of a bit of voodoo and is behaving very oddly. And so will you after you've played Gobliiins.



Not only have Access created two new courses for their Format Gold-winning *Links* golf game, they've also included an updated version of the main program. Now that's customer service for you!

Makers of *Sim City* and *Sim Ant*, **Maxis**, are just about to release a completely new kind of simulation. Their new game, **RoboSport**, is (according to Maxis) the thinking person's shoot-em-up. Armed to the teeth with more bombs, bullets, missiles and grenades than you can count. You control teams of robots that compete in five different sports. These sports are all based on skirmish-style paintball games like *Capture the Flag*, *Hostage* and *Treasure Hunt*. As you'd expect from Maxis, the game control is a point-and-click mouse interface, with several different levels for beginners and old-hands. You can compete against four opponents (either human or computer-controlled), with the neat extra touch of being able to use a modem-link for long-distance or networked battles. We'll be taking a closer look at *RoboSport* next month, when we've finished our current epic battle.

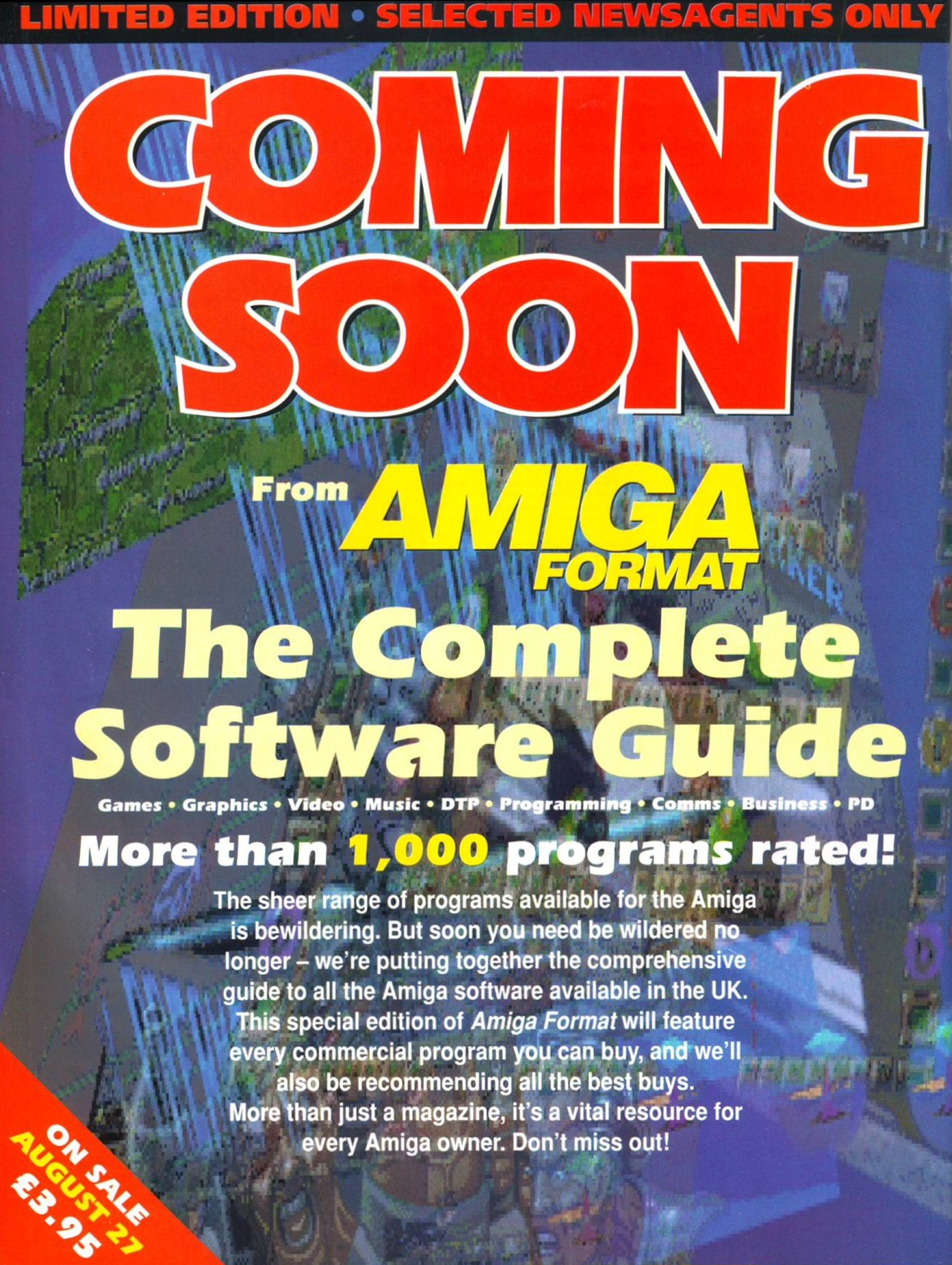
Fans of the **US Gold/Access** golfing hit, **Links**, will be pleased to know that two new scenery disks are on their way. The first new course is **Bountiful** in Utah, USA, a favourite of the Access design team, because it's their home course. Tucked away in the foothills of the Wasatch mountains, *Bountiful* is a real breathtaker of a course. The next *Links* course is **Firestone Country Club**, home of the NEC World Series of Golf. Built in 1928 by millionaire Harvey Firestone for his employees, the Firestone Course is something of a legend. The Access team filmed and digitised the course during October, and the finished *Links* version positively glows with stunning autumn colours.

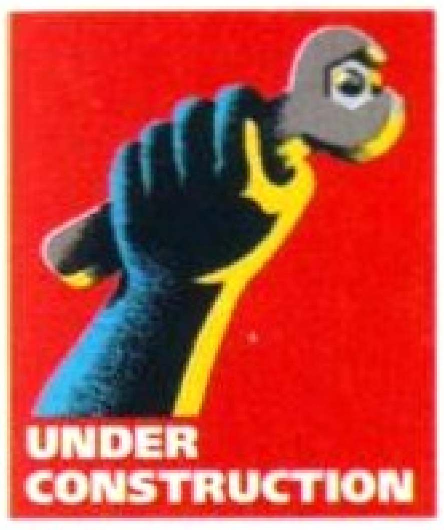


MicroProse, it's time to look out! Impressions' new strategy sim, *Caesar*, is coming soon, and from what we've seen, it's as good as *Civilisation*. Could this mean a new leader in the field of strategy games?

Prepare to be jettisoned into deep space in Empire's new space-age flight simulation, due for release in a month or two. Set in the turbulent atmosphere of Jupiter, the game takes the form of a trading, combat, bribery and bounty-hunting adventure, rather like the famous *Elite*, except that (according to Empire) **Eye of the Storm** "actually has some gameplay in it!" Ow!

Imagine playing *Sim City* in the first century AD, and you have the basis for **Impressions**' latest game, *Caesar*. But instead of trains and traffic, you have soldiers and traders to deal with, plus a heap of problems with sanitation, temples, education (and aqueducts, presumably). Making life more difficult are the hordes of savages who don't take kindly to your empire-building. Impressions expect to launch *Caesar* during September, and will probably be watching their backs soon afterwards.


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Teque brought light into the dark world of role-playing games with their stunning *Shadowlands*. Now they're attempting to brighten up the world of arcade games. **Neil Jackson** reports.



One way to dispel the darkness is to build yourself a flame-thrower and use it to light your way. It's easy when you use the handy piece-together weapons that litter the *Shadow Worlds*.

Shadow Worlds

From Krisalis ■ Expected: October

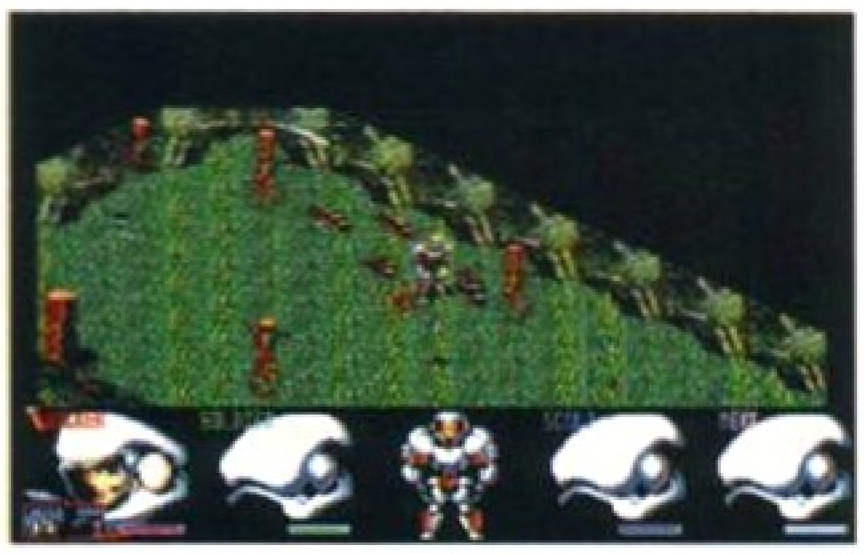
From the moment you set eyes on *Shadow Worlds*, you can tell it's the sequel to Domark's hit, *Shadowlands*. But here's a follow-up that's destined to be a bit different to its predecessor. For a start, it's biased to be much more of an arcade game, and many of the long-winded role-play elements are being dropped in favour of more immediate action and adventure. The biggest difference is the scenario: this time the setting is space, rather than a fantasy world. Teque's Dean Lester freely admits there's a distinctly *Aliens* feel to the whole thing. "We make no bones about it – but it isn't *Aliens* as such, it's just meant to feel a bit like it."

This new feel is backed up by the new scenery. Instead of fountains and portcullises, there are computer terminals in the walls. You can access these like you could do with the signs you had in *Shadowlands*, except that they can be interactive. You'll be able to read messages like before, but you'll also be able to insert pass-cards to open doors or access a computer for information.

Me and my...

The main game-control system is in the middle of an extensive redesign. Object-handling has been altered to reduce the amount of mouse-clicking needed. Occasionally, you can pass items from character to character without accessing the inventory screen. If characters are close enough together, you can take an item from one character on the main panel and drop it directly into another character's hand. Compared to *Shadowlands*, this is lightning fast, and it makes *Shadow Worlds* much more exciting to play.

As in *Shadowlands*, it's possible to separate your team and visit many places at once. But beware of being caught by snakes and bugs when you're all on your own.





The inventory screen now accommodates all four characters to save on mouse-clicking. This is where you swap objects and change formation.

The original was famous for its clever use of light, and the sequel takes the idea even further. Each character's space-suit comes with a working helmet-lamp which can be turned on and off. A beam of light pours from your character's position, lighting up any objects in their path. If you turn round, the beam follows like a searchlight. Dean reckons this is better than the all-round light-source from *Shadowlands*: the flaming torch.



Here's one of the desert-style levels. There are no monsters yet, 'cos they've not been finished.

There is far more military hardware featured than you'd find in the mystical world of *Shadowlands*. The new weapons are multi-part items, built from a stock and a barrel. Each stock has either a laser unit, a flame-thrower, or a magazine full of bullets in it. The barrels can be large single-shot cannons, or smaller-bore automatic repeaters. This way, you can combine your weapon parts together to deal with a variety of situations.

Still a bit shady

The new levels have yet to be decided upon, but indoor and outdoor levels are all 'in the pipeline'. Teque will be working on the puzzles, problems and monsters as soon as they've finished implementing all their new ideas for the main systems. For the moment, they're content to play with the basics until they're sure they've got it right – the actual gameplay will come later. If Teque can spend as much time getting that right, *Shadow Worlds* will really be something worth losing a few nights' sleep over.

A NEW WORLD; AND A NEW MASTER.



The original *Shadowlands*, brought to you by Domark. So why is *Shadow Worlds* coming from Krisalis instead? Read on...

Like the original, *Shadow Worlds* is being designed and produced by Teque, but this time the software house handling the game is Krisalis, rather than Domark. There's a simple, but rather odd reason for the change. Until *Shadowlands* actually began selling, Domark had no real idea if it would be a hit or just another 'also-ran'. When the project was finished, Teque had already decided that a sequel (in the form of *Shadow Worlds*) was possible, but Domark still hadn't made up their minds that it would be worth doing. Such is the nature of the 'corporate risk-taking' beast.

Teque decided it was worth it, and began looking for software houses to take the game. They first went to Krisalis, because Teque and Krisalis used to be part of the same firm and they've had strong links since. Domark were aware of the situation, but waited to see how successful *Shadowlands* was.

Krisalis agreed with Teque that *Shadow Worlds* had enough potential to be a 'go' project and offered to market and distribute it for them. Meanwhile, because Domark still hadn't begun selling *Shadowlands* (and therefore still didn't know just how good it was), they agreed to stand aside and let Krisalis take the risk. Soon afterwards, *Shadowlands* went on sale, and Domark realised they'd let something hot slip between their fingers. It's a tough old world, this software business!

THE NEXT BIG THING

Given the chance, who wouldn't want to rebuild society from scratch? **Neil Jackson** takes a look at a new god game that's already tipped to be an all-time classic.



Some nations are easier to deal with than others, but to do this well you need diplomats to help you make the right calls. *Civilisation*'s politics are as twisted as they are in our uncivilised society. But at least here you stand a chance of winning.

Civilisation

It's getting to the stage where there are more god-games than there are major and minor deities, what with *Populous* (1 and 2), *Sim Earth*, *Sim City*, and *Powermonger* all vying for ultimate power. Now there's a new contender for the throne – *Civilisation*. MicroProse's American half have been busily laying the foundations for their near-religious experience ever since *Railroad Tycoon*, and now it's time for their second coming.

Civilisation begins in 4000 BC, with a small tribe of nomadic people. Depending on your persuasion, they could be Romans, Greeks, Babylonians or even barbarians. Whichever you choose, your task is the same: show them the light, guide them to safety, and then help them to go forth and multiply.

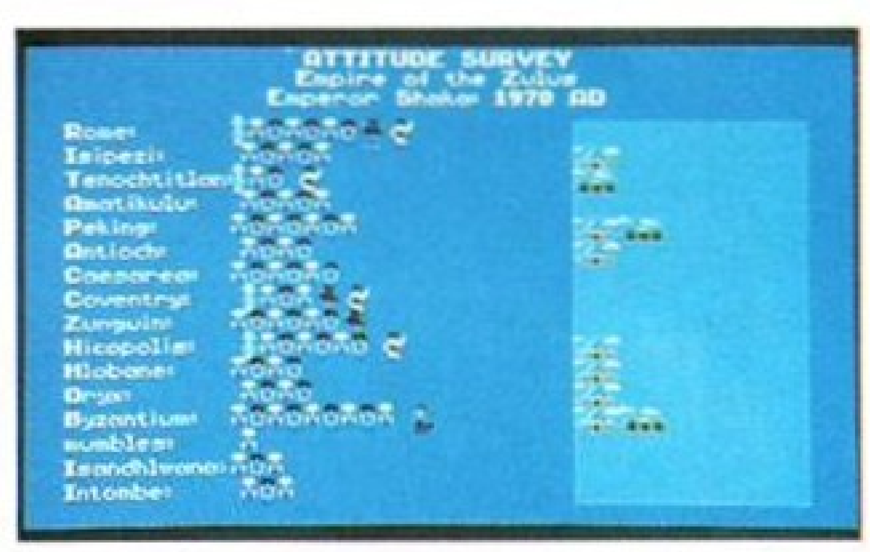
Tribes and tribulations

At the beginning of your reign as 'the omnipresent one', you're presented with a tiny map showing your even tinier tribe, surrounded by blackness. The remainder of the world is a mystery to you and yours, until you've discovered it by travelling around. Stands to reason, really.

You guide your tribe using the usual mouse point-and-click interface, issuing commands to move in specific directions. Your flock do your bidding, and trot merrily from square to square, gradually uncovering more of the map. If you're lucky you may find yourself on an island, safe from marauding invaders for at least a few hundred years. If luck isn't on your side, you may discover that you're in-between a few other tribes (controlled by the computer), all of which are likely to make life difficult from the word go.



Each newly-formed city in your empire has to be looked after or they tend to wither and die. The City display enables you to get a close up of the resources, food and technology levels of each of your fledgling home towns.



Your actions towards your cities can have a negative effect. If you've been sending all the men of a town out to war, then the level of bad feeling gradually increases. The Attitude display helps you check this, and prevent it.

Your tribe's first action is to found a capital city and settle in it. This is simple: as you move to a new square, messages appear informing you of likely sites. You need to issue the order when you've found one you like the look of. As a token of their faith, your tribe erect a palace in your honour and if you're continually good to them, they extend and modernise it. This is a measure of your success – if your palace keeps getting upgraded you have little to fear, but if the mayors keep getting run out of your towns, then it's time to start rethinking your masterplan.

From the solid base of your capital, you extend your empire, creating new cities (and militia to guard them) and uncovering the secrets of civilisation. These are the keys to advancing your tribe (now a fully-blown race). Now and then you stumble on some lost artifact or reach a conclusion from a leap of logic – and lo! – your tribe learns how to use an alphabet, or build wheels, or map-making.

There are nearly 70 skills which your tribe can discover, from conscription and trade unions to railways and space flight. Each skill gives your tribe an advantage over the opposition, plus the chance to develop further. For example, you can't learn the art of navigation without conquering the delights of mathematics, the alphabet and map-making. Without navigation, any boats you make end up hugging the coastline for fear of getting lost, and that's not much use if you live on an island.

Work of wonder

The most exciting improvements which you can make to your cities are the seven wonders of the world. Each of these can only be built once, anywhere in the world, but they're very costly (in terms of both time and money). The wonders bring prestige and advancement to your citizens, increasing their happiness and improving their advancement. If you build these before your rivals get the chance, you can start to open up a tangible lead over them.

All this pseudo-god-squad nonsense does have a point: if you can advance your civilisation to its peak, they'll have the ability to colonise space and join you in the heavens. Your main aim is to get them far enough advanced to enable them to make the giant leap across space. In game terms, this could take several thousand years, and there's a real danger of being beaten to the finishing line by a warring civilisation.

Like *Railroad Tycoon*, *Civilisation* promises to be an incredibly involved game that's difficult to abandon once you've started. You need all your best skills up and running if you want to stand a chance – skills you'd normally associate with spreadsheets, perhaps, but skills nonetheless. With barbarians popping over for a spot of raping and pillaging every other weekend, and Romans marching on your beautiful cities, day in, day out, you'll have a lot of fighting and book-balancing to do. Best get your sword and pencil sharpened up in time for next month. We are! AF



The secret of advancement is education. When you discover new skills and techniques, you improve your people's chances and make yourself strong.



INTERNATIONAL SPORTS CHALLENGE
"International Sports Challenge brings you all the excitement of 6 different sporting events in the most realistic multi-sports simulation ever produced"
6 SPORTS COVERING 21 EVENTS
AVAILABLE ON: IBM PC & COMPATIBLES, COMMODORE AMIGA AND ATARI ST.
HARLEQUIN
SHOW JUMPING
• A masterpiece of 3D simulation! • Unique perspective, superb realism! • Different courses offering a multitude of challenges.
TDK
421
CYCLING
With stunning 3D vectors and unbelievable speed, the cycling event offers the most exhilarating and exciting race of your life.
MARATHON
The unique marathon is a test of strategy and technique as you take your runner through "the wall".
• The marathon, linking all other events together, allows you to tackle the ultimate challenge. • 4 courses. • Choice of six different runners. • Changes in terrain, weather and altitudes.
SHOOTING
• Sharp reflexes will be needed to break records in the shooting events.
• 4 totally different events offering a wide spectrum of challenges from pistols to double barrel shotguns.
DIVING
• Over 40 dives to pick from on 1, 3 and 5 metre boards, together with a medley option. • More than 140 frames of animation gives this event unsurpassed realism and gameplay.
SWIMMING
Test your skills in the 100m Breaststroke, 200m Freestyle, 400m Butterfly or 4x100m Medley.
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The good, the b

To go racing, you need wheels, but what are the best deals? Used car salesman **Trenton Webb** steers you to the top Amiga car racing games.

Joyriding is fun – in its computerised incarnation. An Amiga gives you the keys to virtually any marque of motor in the world; all you have to do is slap the disk in the drive, shift your 'stick into port 2 and rev like an XRi at the lights.

To this end, a gamut of go-faster jalopies is forever forcing its way on to the software agenda. There are gods and there are dogs on highway A500, but the promise of speed – and the chance to crash a £100,000 motor – always delivers that 'one more go' temptation.

But there's more to driving than going fast, and that's what sorts out the Fords from the Ferraris. There needs to be a game, as well as a driver, behind the wheel and this is where so many break down.

Searching for a new Amiga motor is as tough as buying a real car, so the ***'Auto' Format*** team has road-tested every computer car available, to bring you the definitive guide to desktop driving.

3D POLYGON

3D enables designers to create an actual gameworld, and accurate modelling of race track physics gives desktop drivers a sense of what motor racing is really like. The first hurdle is to get the polygonal jalopy to shift at a convincing speed. The maths engines that drive these games must be finely tuned, high-octane beasts that can cope with complex co-ordinate maths. The Skodas of this genre look like they're running on diesel, with thick wadges of maths clogging the calculation carbs for a frame-by-frame juddery slideshow. Meanwhile, the leaders of the polygon-pounding pack flash you past people-packed grandstands creating a terrifying illusion of speed. You may find yourself hanging on to the edge of your seat, leaning round those bends.

But maths, however impressive, does not a game make. Good design does. Because the world in which you're racing is defined by the programmer, all manner of parameters can be introduced to enhance the illusion of reality. Everything from aerodynamics to suspension set-ups are reflected in the way your car drives, but these factors are the hidden tweaks that only concentrated play reveal. And it is just such tweaks that serve to make certain games classics.



Stunt Car Racer, the craziest 3D racer ever to burn rubber. Leap huge gaps, fall insane distances and smash top-flight race cars to bits.

COCKPIT VIEW

Sprite-based cockpit views put you behind the dash of an illusion. Everything looks real – the padded wheel, the road signs, even the track – but you're really driving around a designer's dream. The advantage is a graphic one, because at last everything looks exactly right.

Curiously though, despite being freed from the mind-killing maths of 3D polygons, these games aren't automatically faster. Sprites aren't calculated because they're already drawn, so they have to be stored ready for use at any time. And the better the graphics, the bigger the storage problems. But that's not all. Sprites are only drawn at one size and the game must scale them for each frame. This takes processor time, so if the other routines aren't as lean as they should be, once again you're demoted to the ranks of the DERV crowd.

Efficient cockpit spriters pay massive dividends while the gearbox-crashers inevitably fall by the roadside. *Vroom* and *Super Monaco GP* are both beautiful, throttle-heavy adventures in pixel-perfect surroundings. Where would you rather race, on the cubist circuit or the realistic race track that only sprites can offer? Your chariot awaits...



The corking coin-op comes home in *Super Monaco GP*. It's not a perfect clone, but with control like this who really cares?

TRACKING CAMERA

Tracking camera perspective offers speed first and foremost, and makes only token gestures to conforming to real driving. Cars simply don't drive like this. Put a car sideways into a corner at high speed and it does not sit there politely squeaking. But, by some curious evolutionary process, such are the norms for tracking camera racers.

Like the cockpit view boys, trackers suffer from speed problems too and once again the solution is to convincingly fake the whole show. Two-tone roads are used to convince the eye that the car is moving and not the road. And if you've ever driven through a road sign on a track-cam' racer you know that everything is not what it seems. Collision detection, like sprite size, has to be calculated, so higher frame rates can be achieved only by making every second object 'solid'. It's sometimes deliberately used by designers to soften up the toughest corners or to give a little more 'luck' on the earlier levels. Developed in the arcades, this naughty trick was one way of boosting the excitement and adding to the over-the-shoulder appeal that arcade-makers rely so heavily on.

Fast, furious and fun, these games are usually the best for pure entertainment and watchability.



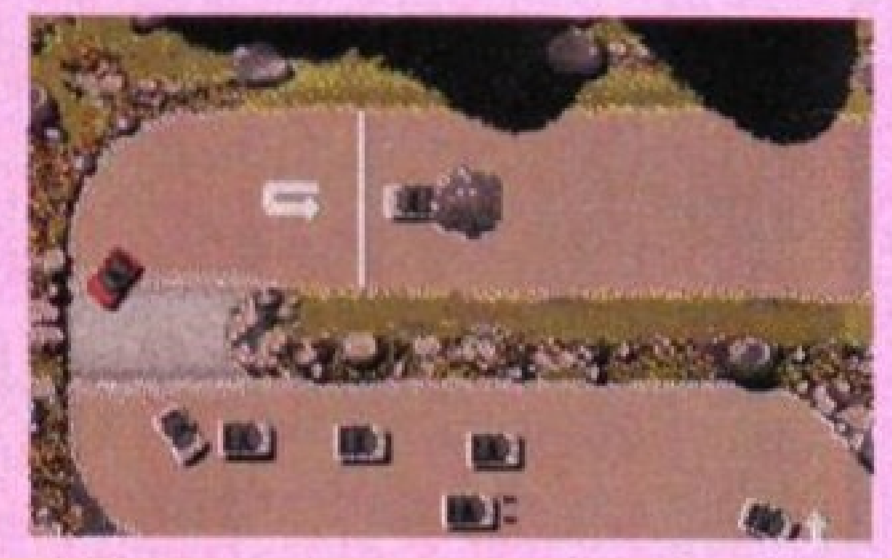
Gremlin's *Lotus 2* stormed the world. It's king of the hill, especially in four player mode, where nice guys don't even finish, but bad guys win.

OVERHEAD

The most unrealistic of all computer driving games, overheads don't seek to simulate driving whatsoever. They sim the thrill of racing. The overhead view means that whole tracks (or at least large sections of them) can be displayed at once. So the stress factor isn't about what lies around the next corner– that should be obvious – it's about what your opponents are doing. Beating them is all, so use the track to trap or trick them.

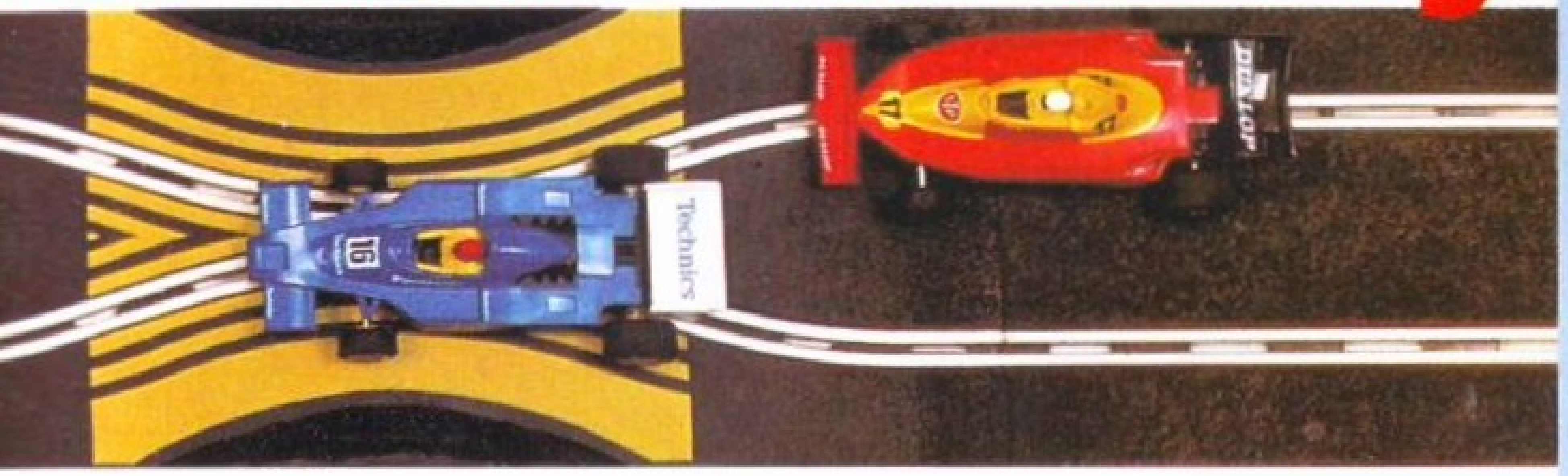
There's no problem with speed because all that's moving are four or five tiny sprites. What's needed here are clear, crisp, intuitive controls and cunningly thought-out tracks. As your car rotates through 360 degrees, how do you use an eight-direction joystick to drive the car? It's a fundamental consideration which, if wrongly implemented, can break the game. And once players have sussed out how to drive, what nightmare track layouts can be used to keep player interest up? Everything from tunnel sections to night driving have been tried, and when they work, they really work.

So if multi-player racing is what you're after, and you think you could handle looking at the sunroof on your car all day, overhead racing is the style for you.



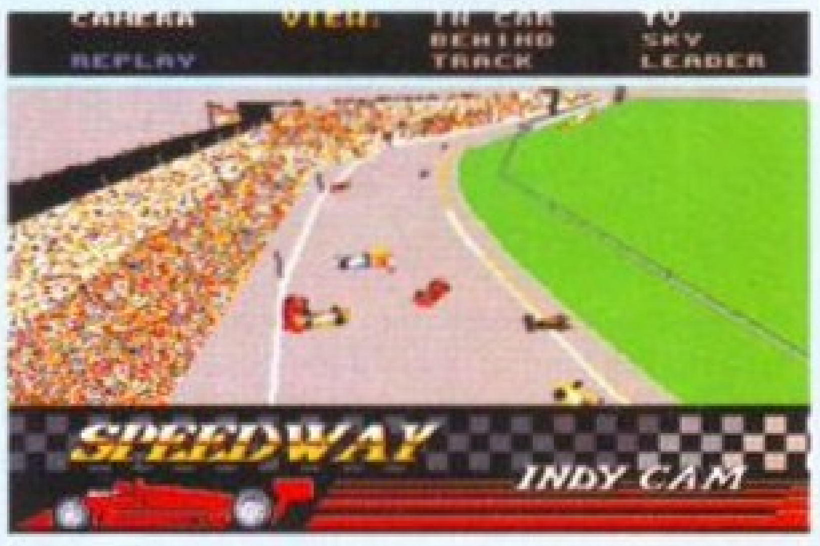
Nothing like real driving but excellent car-on-car action just the same. *Supercars 2* saved the overhead racing genre almost singlehandedly.

ad and the rusty





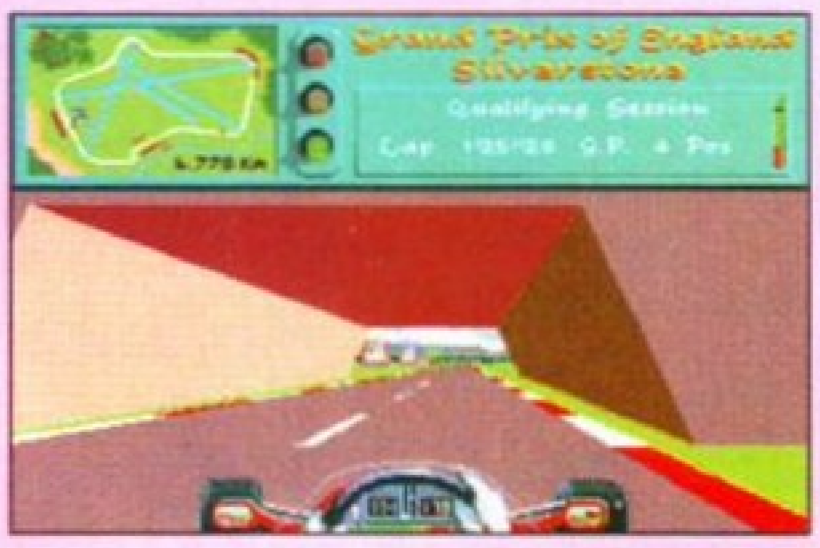
All that's needed is Murray and James! *F1GP* is *the* boss racer. Race real circuits, in real cars in real time – if you're brave enough!



Total carnage! *Indy 500* only features one track and one race, but feel the quality! It's a top fuel racer with a real dangerous edge.



Toyota Celica, neat car, neat idea, but there's too little feel to be real. At least there's a co-driver on board who yells out directions.



Vroom! is *how* fast? UBI Soft moved up through the gameplay gearbox to produce this brilliant cockpit race spectacular.



Moonshine Racers tried a neat twist, putting you in the seat of a smuggler's jalopy. The racing was ok, but the tune was *sooo* smart!



Yet again the magic name *OutRun* was used – this time with a *Europa* suffix – and yet again it failed to deliver the thrills of the original.



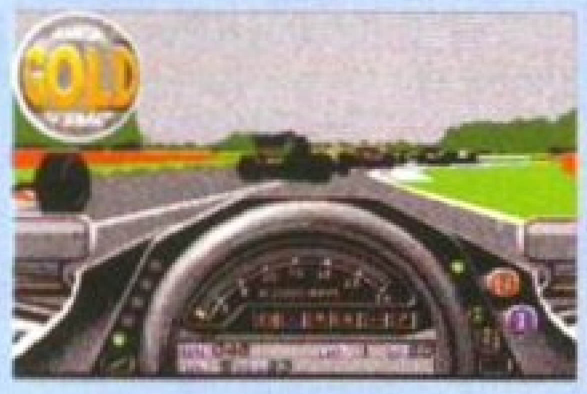
Iron man Ivan Stewart may be a little rusty now but the collision detection is so sharp it doesn't matter. Limited, but fun just the same.



Badlands? Well, it's easy to see where the bad part of the title came from but what about the lands? A sad exercise in OTT racing.

Top 10 racing games:

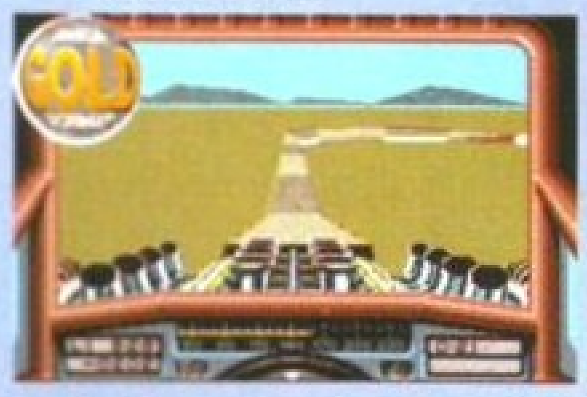
1 Formula 1 Grand Prix
MicroProse ■ £30.99



In this 'near perfect' 3D simulation of F1 racing, programmer Geoff Crammond captures every feature of the world's most advanced sport. Full races, flexible set-ups, TV-style views, masses of beginner options and wonderfully accurate circuits make *F1GP* the undisputed king of the carpark. It couldn't be described as having a tank full of nitro, but with the detail turned down it blows many contenders away.

92% Issue 30

2 Stunt Car Racer
Kixx ■ £7.99



Guess who wrote this doozy? Yup, Mr G Crammond. This time the 3D driving takes place on ridiculous rollercoaster circuits. Huge jumps, uneven cambers and frighteningly narrow tracks make life insanely dangerous, but brilliant fun. And when played on two Amigas simultaneously via a null-modem cable, it's virtually virtual-reality racing in your own living room. Just watch out for tyre-tracks on the carpet.

93% Issue 6

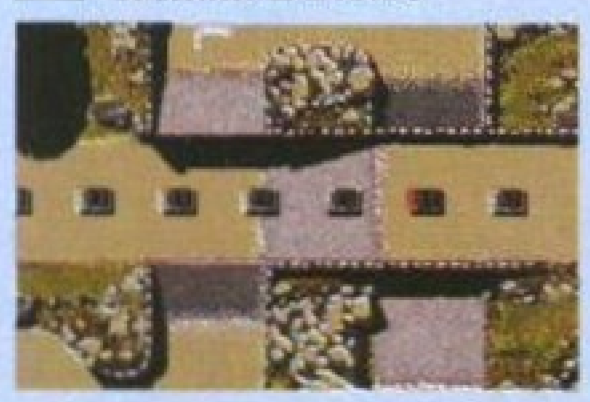
3 Lotus Turbo Challenge 2
Gremlin ■ £25.99



King of the sprites, *Lotus* dominates the field of tracking-camera perspective racers. It's fast, looks sweet and is packed to the carbs with natty effects and sly gameplay tricks. Hit fog, snow, marshland and oncoming cars in this Magnetic Fields masterwork. It gets slightly samey after a while at the wheel, but with hidden games and a simultaneous four-player option, it's still the most fun you can have without petrol.

89% Issue 29

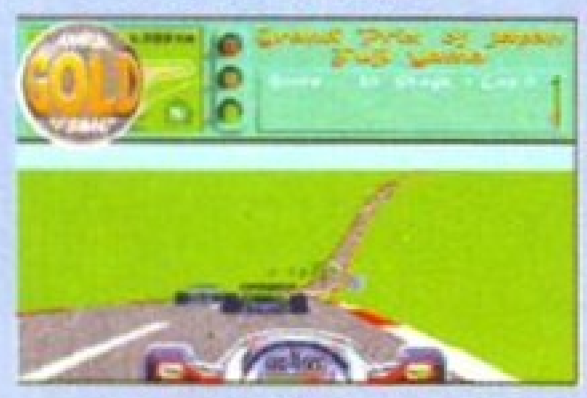
4 Supercars 2
Gremlin ■ £19.99



Magnetic Fields is one big gun when it comes to overhead racing. *Supercars* takes a format that was dead (or at least extremely poorly), hits it with brilliant graphics, fiendish circuits and perfectly judged pace to put this killer sequel high in the running. It just works, plain and simple. If little cars and overhead views put you off, think again. Give it one game and you won't be able to get your knees out from under the dash.

86% Issue 8

5 Vroom
UBI Soft ■ £25.99



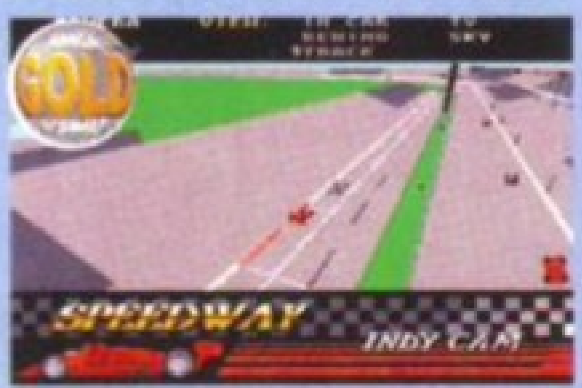
Using a sprite-based approach to GP racing, *Vroom* looks like a dog the first time you see it. But you'll forget all that Head and Shoulders tosh about 'first impressions' the first time you take your mouse out for a spin. It's *sooo* fast and offers such precise control that you just have to drive faster. *Vroom* also offers a modem-link option, enabling you to cut up any friends (or ex-friends) in Senna-Mansellesque duels.

91% Issue 34

→

Top 10 continued...

6 Indianapolis 500
Electronic Arts ■ £24.99



There's only one track and one race – in varying levels of realism – in EA's 3D contender. Yet this soon ceases to matter when you cut loose in a US supercar on the famous Indianapolis oval. Running in real time, concentration is tested to the limit, as is your knowledge of aerodynamics, tyre and suspension set-ups. And if you do mess up – or rather, when – you can watch the shunt from six different angles.

92% Issue 17

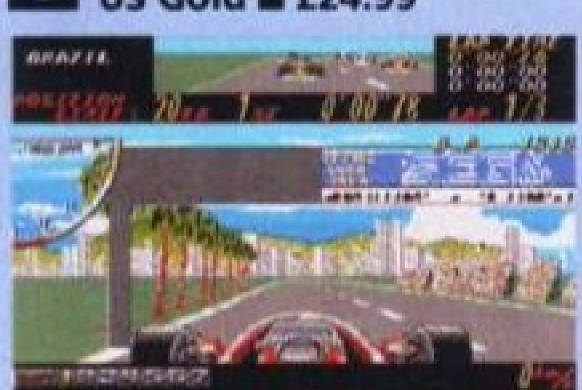
7 Off Road Racing
Virgin ■ £19.99



Graftgold – of *Rainbow Islands* fame – plays another conversion corker in this storming 'overhead' coin-op conversion. Four little trucks have to be guided around a dirt track collecting cash and power-ups en route. It's nothing like real driving, but it's just so much fun. Neat polygon maths are disguised under a sprite exterior to give razor-sharp collision detection and guaranteed playability for hours at a time.

80% Issue 17

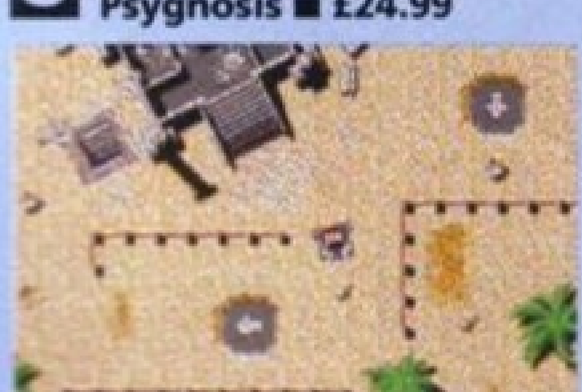
8 Super Monaco GP
US Gold ■ £24.99



Another coin-op boy racer, this one makes the grade for its precise control when driven with the mouse. It bears little (or no) resemblance to either the coin-op or the real track, but what does that matter when life gets as intense as it does here? When weaving your way through the field there are few chances to admire the smart visuals, but they're very good. The only problem is that the tyres don't appear to be rolling.

83% Issue 21

9 Nitro
Psygnosis ■ £24.99



In classic *Super Sprint* overhead mode, *Nitro* is typical of all hard-core Psygnosis games: polished, slick, highly playable and solid. Its most outstanding feature is night racing, where all you can see ahead of your motor is two pools of light. Aside from this there's nothing special apart from exceptional balance of play, so it just works as a game. And of course there's a typical sexy Psygnosis intro as well.

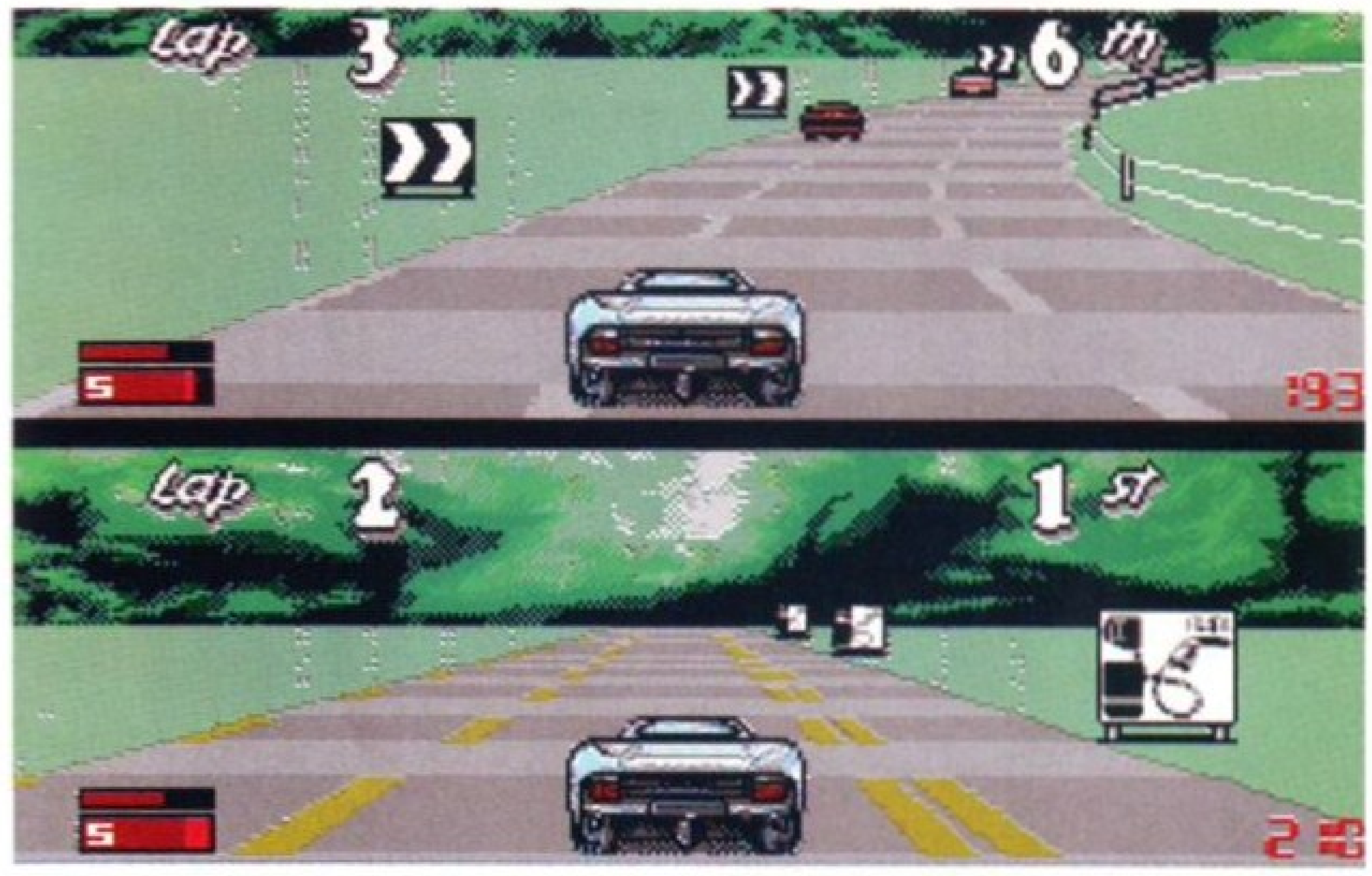
84% Issue 19

10 Jaguar XJ220
Core ■ £29.99

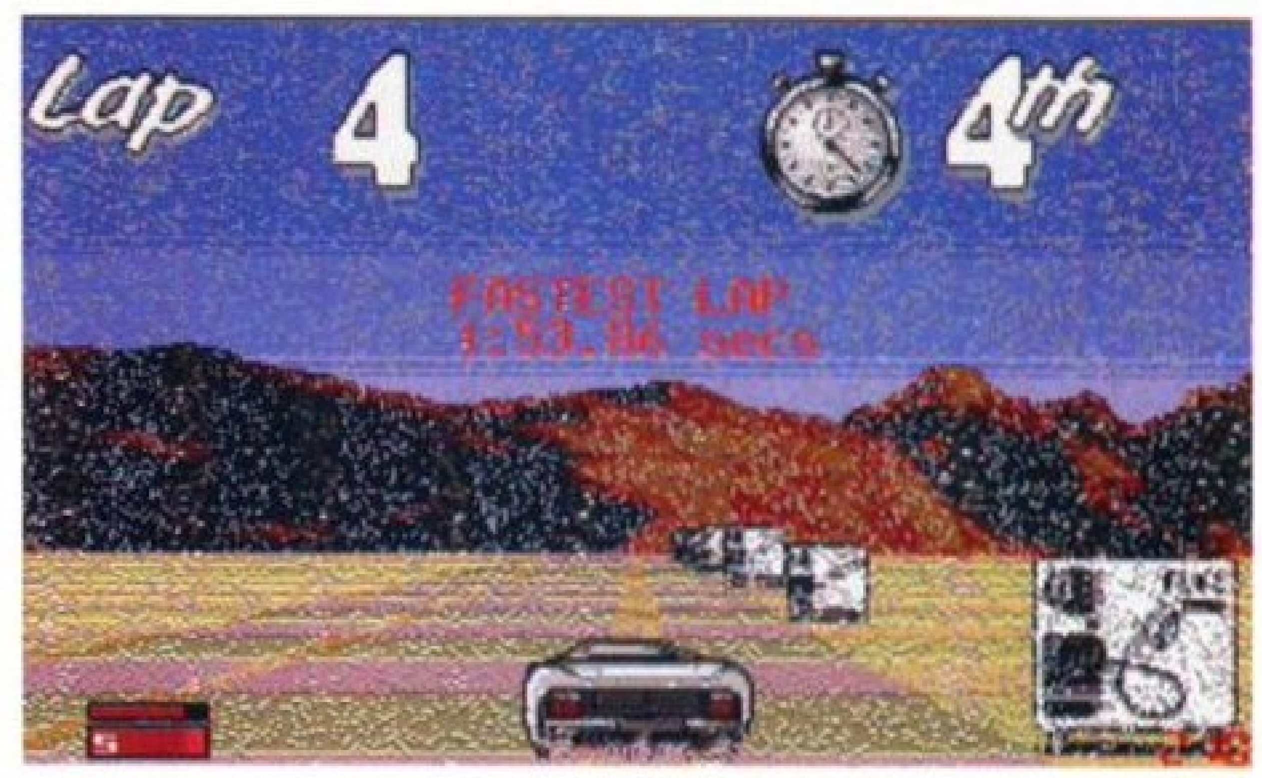


Fast, slick and extremely big, *Jaguar* scrapes in at the base of the top 10. It brings management elements to bear in the *Lotus* gameplay mode, so you have to buy your way from race to race. Although a welter of graphics are brought to bear over 36 different circuits it's left wanting a bit in the 'feel' stakes. Even so, it has a viciously competitive edge that makes up for a lot – see the full review in these very pages.

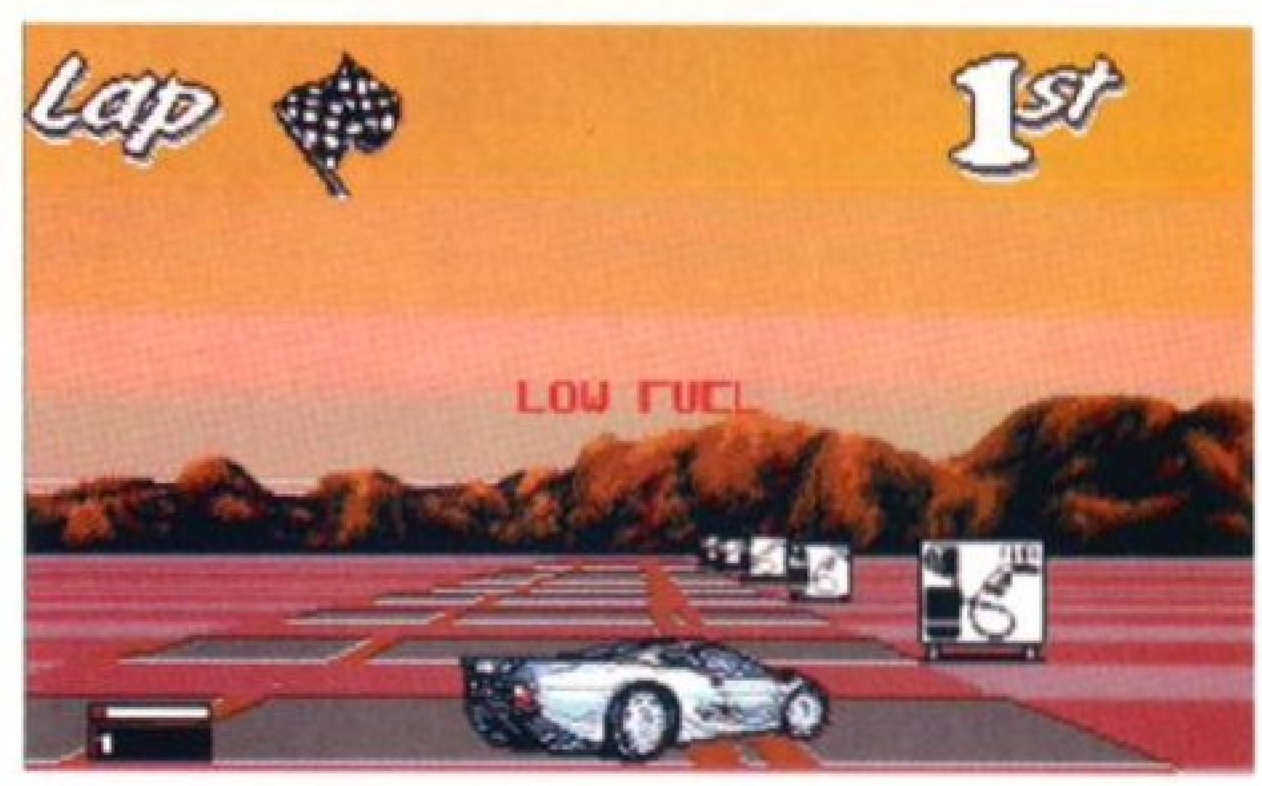
83% Issue 37



In two-player mode the screen splits, *Lotus* style. Curiously, player two gets to use the top screen, which can cause some confusion the first time the flag drops.



Where's the road gone? This sandstorm blows up the second the race begins. It destroys any hope of seeing where you are going, but who cares when there are only three folk left to overtake for victory?



I'll just slide to a stylish stop, blocking the track, to celebrate winning the first US race. Shame about the fuel, but we made it (just).



Eat tyre-smoke Mr Corvette-type person. Psychologists reckon that red cars make you more aggressive, and it's true. These guys are either incompetent or complete nutters.



See the world in your funky Jag machine. Unfortunately you have to pay. So to race you have to win, repeatedly! And remember don't blow it all or you'll have nothing to spend on tyres, engines or brakes!

Jaguar XJ220

Core nicked the driving licence of '92 when they signed up Jag. But should it be endorsed? **Trenton Webb** makes them blow into the bag to see if the crystals turn green or Format Gold.



Jaguar is more than a car, it's a legend. The name has all the right associations – from the E-type, through Le Mans victory to *The Sweeney*'s titles – so the game that bears its name has much to live up to. Core's response to this challenge is a car game with good performance but little personality – more of a Toyota Celica than an XJ220.

Get your motor running

A fictitious private Grand Prix circuit provides motive for this international racer. You tour the world driving three races in each of 12 countries. Finish the 20-car dash anywhere in the top six and you win some cash to pay for repairs and travel to the next race.

If you pick one of the six available songs on the CD player then it cuts in and all sounds well. If you opt for sound effects then a reasonable snarl follows your revs through the box, eventually. Hit the first corner, mind, and the lame tyre squeal blows out the other effects, though the graphic back-up is potent enough to offset the sound troubles. Sitting on the line, a sea of cars is visible, each drawn with a hint of cartoon solidity and each easily spotted and identifiable.

Head out on the highway

As soon as the flag drops, the game's speed becomes apparent. It's not the fastest kid on the block, but can certainly hold its own and conveys a solid impression of 200mph racing. Each corner is flagged in a course-specific way that, once missed, is never forgotten. In England fences always mark the inside of a bend while arrow-topped poles always mark the outside in Egypt. Each of the 'flags' is just visible enough to give you time to get on line. Enough, that is, provided your attention isn't diverted by the jostling of other racers. This gameplay advantage is shortlived because courses are frequently obscured with fog, rain, snow or sandstorms, forcing even seat-of-the-pants drivers to learn the course.

The different effects and various national backdrops are good, each forcing attention to be focused on every aspect of the display. In the fog, the strong murky effect makes you tailgate the rear lights of those ahead. Wet courses force you to watch the track for rev-sapping puddles, while in the snow you're struggling to see the light-grey track itself. Each circuit of every country is strong, but none are stunningly tough.

This relative equality of tracks matches the structure of the overall game, in that the only effective factors are: after each race you must repair your car and after every three races you must travel to the next venue. As for financing your efforts, you start with a pool of some £40,000 and can win up to £27,000 by finishing in the top six. If you finish well and protect your car you can afford to travel, but go bust and it's Job Centre time.

Racing with the wind

The repairs screen is a polished pose, but if you can afford to throw a £200,000 sporting classic around, you can afford flash garaging. The car can be viewed from one of three angles and damaged bits glow moodily red against the dark blue backdrop.

The addition of this tactical edge is welcome. It affects the way you drive and where you drive, but it all falters on the size of the prize. You basically earn too much if you win. Even drivers who haven't even begun to wonder what the middle pedal does can win races with only about £10,000 worth of damage, but if inflicting it won you £20,000, what's the problem? Major components like engines may eventually need replacing, but the necessary £80,000 is quite easily amassed.

The quantity of the prize money would be enough to keep drivers on their heels and toes if first place – or at least a convincing placing – wasn't so readily achievable. But *Jaguar* is too easy, particularly with the mouse. This throws the balance out and the sacrifice of a linear, but gradually tougher, course structure doesn't seem worth it.

The feelin' that you're under

The driving 'feel' of *Jaguar* comes into question here. The car rumbles through corners with an amazing amount of adhesion, even at the highest speeds. There's no sense of drift, just gradual understeer, which means you can go full throttle for virtually every race if you line up right and are prepared to take a knock. This may not be in the spirit of the game, but it's not punished anywhere near heavily enough.

Jaguar works well in each of the individual races. The competitors are tough and race against you, not just appearing randomly. The graphics flash by with impressive speed and the sounds are solid, if not exactly stunning. Overall, the game is sabotaged by the ease with which victory can be achieved. You'll need to concentrate on every yard of track, but first place is eminently achievable and even the occasional fiasco doesn't halt your progress. This robs *Jaguar* of that essential 'victory-or-bust' edge so apparent in its rival *Louts 2*.

Trenton Webb

Jaguar XJ220
Core Design ■ £29.99

- 36 very different tracks.
- It's too easy to do too well first time out.
- The Jag neither looks nor feels quite 'right'.
- Repair and travel costs add much needed HP (horse play).
- A real wrist-aching racer!
- Dangerous weather makes life fun (sort of)!

Verdict **83%**

Five old jalopies to avoid

❶ Outrun ■ US Gold



"The first game that could be played by post" was a common jibe at the time of *OutRun's* ultra-hyped launch. This is an outrageous slur on the Post Office – the game's vague controls make it feel more like you're playing by semaphore. The coin-op version made arcade racers respectable – the conversion changed all that for the desktop driver.

❷ Days of Thunder ■ Mindscape



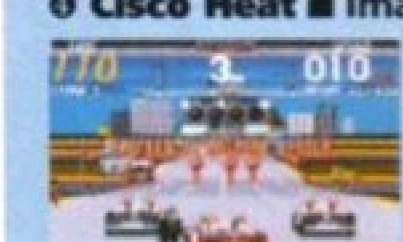
This movie licence captures the feel of the original film perfectly – it's appalling! Watch NASCAR on TV and you may be forgiven for thinking that racing on oval tracks is dull. Play *Days of Thunder* and your worst fears will be confirmed. Comatose 3D, control lag and total lack of flexibility conspire to ensure this one fails its MOT.

❸ LED Storm ■ US Gold



From the Capcom coin-op, *LED Storm* is an overhead stage-by-stage racer. Well, it would be if it was actually a game, but this one feels more like it's running on a C64 emulator. The *LED* of the title stands for Laser Enhanced Destruction, but there are no lasers, nothing's enhanced and the only thing likely to get destroyed is your patience.

❹ Cisco Heat ■ Image Works



The arcade version relied on spectacular 90-degree turns to support its pitifully spartan gameplay. This conversion removes the effect from the equation and leaves the gameplay to fend for itself on the hard shoulder of life, only to be promptly crushed by the juggernaut-sized oversight that even average players can finish it first time out.

❺ Hard Drivin' ■ Domark



There is a school of thought that argues the word *Drivin'* comes from the Latin Drivan', which translates as 'sloth-like 3D with more bugs than the average swarm of locusts'. This is of course a lie, but if you've seen any of the *Drivin'* series (*Hard, Hard II* and *Race*) you'll be ready to believe it. It does have a nice box though.

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The Wizard and Wizball have been kidnapped by the evil Zark. Ready your joystick and prepare for excitement as you try to rescue them in Ocean's new platform game cum adventure game cum shoot–em–up. Sounds weird? It is.



Wizkid **is bright and colourful, like every cutesy platform game should be. But under the cheerful exterior there are some pretty anarchic goings on.**

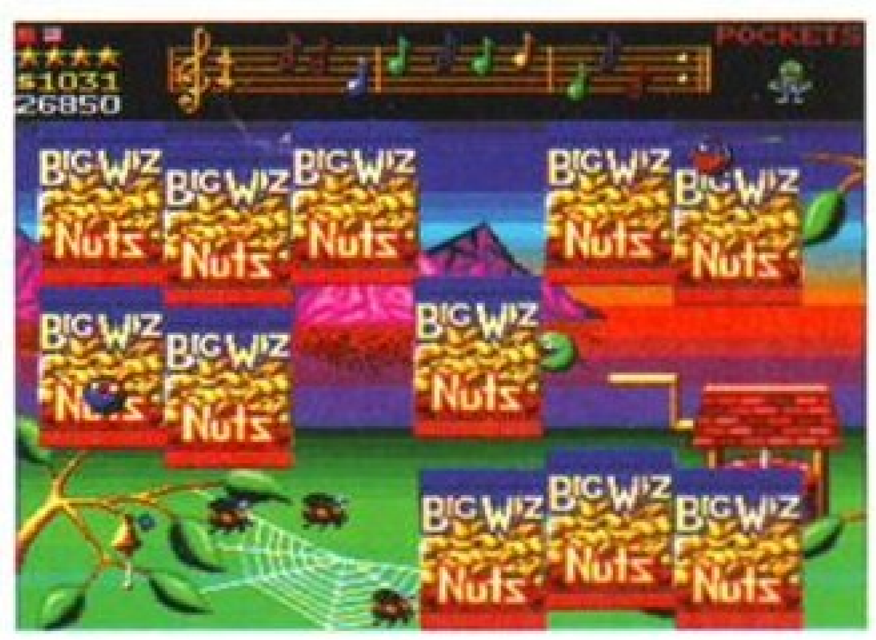
Wizkid

There are no two ways about it, this is a very strange game. *Wizkid* is the type of game that French programmers seem to churn out with monotonous regularity, but it's better than anything I've seen from over the English Channel for a very long time. I'm not saying that it's fundamentally bizarre; it's just a cutesy platform game (if you don't know what one of those is, turn to page 56 of this issue to see our analysis of the genre), but hiding within *Wizkid*'s structure is a mischievous intelligence.

The colourful graphics and irritating tunes that pervade the game simply can't hide the fact that the people who wrote it were having wicked fun. Unheard of! Coders enjoying their work indeed – what is the world coming to! But the benefit to you and I is that we'll enjoy playing it at least as much as they enjoyed writing it, and possibly even more.



Your adventure starts at Wizkid training college, where you learn your wiz–skills from BD Snail.



From training it's straight into the action. Knock the bricks into the baddies and see them get splattered



The tellies look great and they do an excellent job of squashing the baddies, as that bee on the right just discovered. Now he's a has bee–n.

Pinball wizkid

You play Wizkid, the son of the Wizard from *Wizball*. Hold on a second; unless you've got a very long memory you probably don't know what the hell the shoot-'em-up classic *Wizball* is. Never fear, here at ***Amiga Format*** we don't like to leave our readers guessing, so if you glance around these pages you'll find a box explaining just what it's all about.

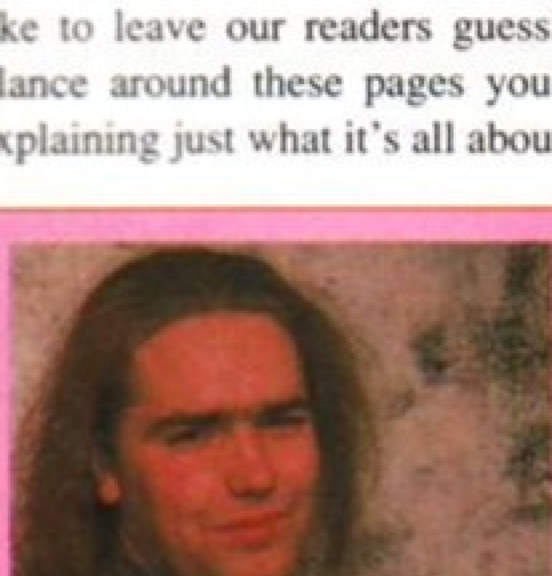
"It gets even more complicated when you discover that Wizkid isn't just a simple platform romp. There are huge great gobbets of adventure/role–playing game lurking in there too."

Your dad, the Wiz, and Wizball have been captured by Zark who is holding them captive in his castle. You have to travel to his island while freeing kittens on the way. If you're successful, you'll face a final showdown with Zark and have the chance to liberate your parents so everyone can live happily ever after. But if you fail, the Wizard and Wizball will remain incarcerated until you improve your playing technique.

Acid casualties

The playfields are themed quite strangely – travelling towards the castle is sometimes like taking a strange, LSD-fuelled trip. Along the way you meet a host of cute-looking animals and people, all of whom prove to be less than friendly to the touch. Headbutting the objects on the screen can help you on your quest. They are easily dislodged and when they hit the little unicycling clowns or the multi–coloured butterflies (see what I mean about weird) it splatters them most effectively. And this is just the easy bit!

If you can get one 'thing' to hit more than one creature, a bubble is created. If you hare



WHY IS *WIZKID* SO WEIRD?

We asked Jon Hare, of *Wizkid* programmers, Sensible what possessed them to write such a bat's-arse game. He had this to say: "Because we used to write games like that all the time, but they weren't commercial enough. We knew we could get away with *Wizkid* because of *Wizball*'s reputation. You don't often get that much opportunity to experiment with new ideas. For example, what can you do with *Mega lo Mania*, or *Sensible Soccer* that's really new? With a game like *Wizball*, you've got the freedom to decide what you want. It's not hard to come up with crappy game ideas, but it's harder to do something more interesting."

AF: How long did it take?

JH: "Two bloody years!" But Chris Yates, the other half of Sensible, enjoys splitting hairs: "23 months!" he cries from the background.

AF: What's next?

JH: "Well, we're not doing another *Wiz* game for the foreseeable future [mind you, *Wizkid* was nearly six years after *Wizball*]. That's not to say it's dead, but not for a while. We're having a rest!"



A trip around Wizworld. These are the levels Wizkid has to complete:

1. Sunset Wizovard	A bit of a cruise, this easy.
2. Ahoy Wiz Maties	An underwater adventure – get the oxygum.
3. Mount Wizimanjaro	In the heart of the volcano – choose the right door.
4. Elementree My Dear Wizkid	Don't get stumped by this level.
5. Ghost of Wizkid Past	The vampires on this level are very difficult to beat.
6. Wizkid and the Wizball Mystery	A bit of a shoot-em-up to keep things exciting.
7. Wizkid Goes to the Circus	Prepare yourself for some death-defying stunts.
8. Wizkid Meets Dog Girl	What did this poor girl do to deserve such mockery?
9. Jail House Wizfirst Level	Crack the shell to reveal vast riches – you'll need 'em.



A tune completed, the notes rain down as cash. Collect all you can – you'll need it because you're off to the shop screen. Spend it wisely.



Old classics never die, they just go on making guest appearances. The Wizball level, sadly, is not as good as the original.

around the screen and manage to collide with the bubble, it will burst to create a musical note. If you get enough notes to fill the stave at the top of the screen, the tune shown by the notes is played. I did tell you it's a strange game didn't I?

Not all the bubbles contain notes, however. Some have clowns' noses in them and some have sets of false gnashers. If you burst a 'nose' bubble you will gain the ability to 'juggle' dislodged scenery on your head. This may sound like a superfluous talent, but it can prove very useful. You see, on some levels there is a short supply of things to headbutt at the nasties, so being able to keep one piece of debris going for a while can be very useful. On some screens you can just dislodge an item and sit there with it bouncing on your head until all the baddies run into it and expire. And when you are juggling things, you can throw them anywhere you choose by moving the joystick in the desired direction.

The false teeth, or thunderchoppers as they're called, are almost as useful. When possessed of a pair you have the ability to pick up (in your teeth, of course) any item of scenery just by pressing fire as you headbut it. Once you've picked something up, you can move around the screen with it in your grasp until you are in the best position, then let go of the fire button and bomb the baddies. Both of the extra powers take a little getting used to, but soon you'll find you've developed a preference for one or the other. After that, playing the game without the power-up will seem like a real chore. To help you get the hang of using the power-ups, the first level of the game is a training school, where a character called B.D. Snail teaches you the basics of the game's control method – do pay attention, you'll need the skills soon enough.

Life's great adventure

It gets even more complicated when you discover that this isn't just a simple platform romp. There are huge great gobbets of adventure/role-playing game lurking in there too. When you have completed several screens of a level you will have created and burst enough bubbles to play a tune, at which point the notes will fall from the stave at the top of the screen and rain down as money. Collect the →

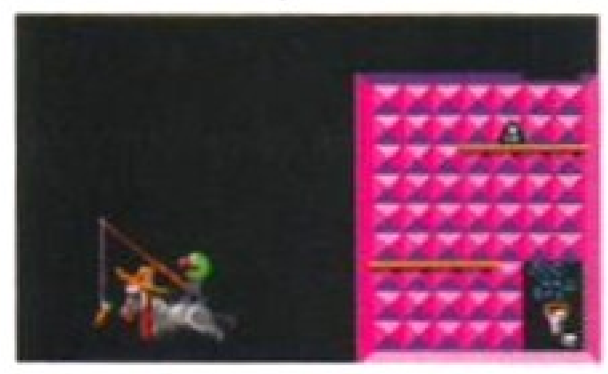
WALK THE BODY

If you collect enough bubbles to play a tune, you will be transported to the shop screen. In each shop you can buy items that will be of use in your quest for kittens and diamonds. That is, provided you have collected enough money.



One of the shop screens. The items on sale vary from level to level. I still haven't found a use for the red herring and the white elephant – I wonder why that is?

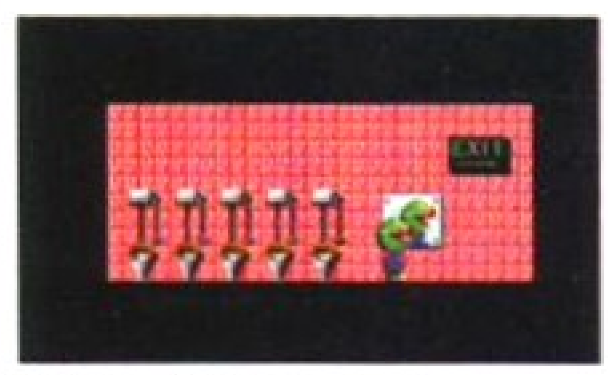
If you choose the 'exit to body' item from the shop, you will be presented with the current level screen with no floating 'scenery' on it. It looks pretty dull at first, but if you've bought and collected the right things on the way through the game, you'll discover that you can do things and go places on the screen. Let's take a look at just some of these 'secret' levels:



If you have a carrot, you can take a donkey to water...



...but you can't make him swim. You'd better jump for it.



Pink! You're in the ladies, sunshine! The gents is next door.



Ooh! Look at that, it's a red diamond. Pick it up.



How much is the doggie in the window? Jump on the woof...



...and into the wizroom. There's something to collect. Find it!



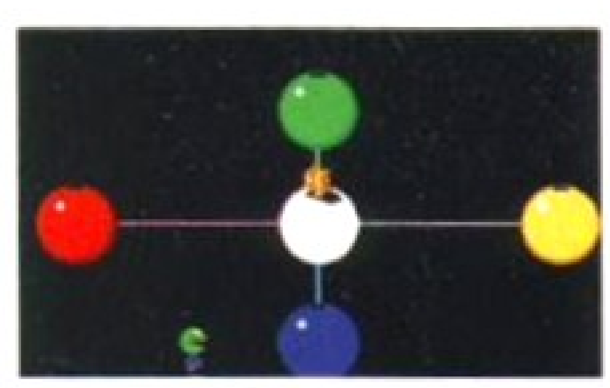
In the circus, just light the blue touchpaper... and bang!



Down below the circus ring there's a surprise in store.



How handy. A Wizkid-sized hole to climb through.



Gosh, I'm sure that huge pile of cash will come in handy.

→ money as it falls – if you let a coin bounce more than a few times on the bottom of the screen it disappears. Once all the money has gone, you will be presented with the shop screen. Make sure to buy items with care; some are useless and if you fill your pockets with them you'll have no room left for the more useful trinkets.

After you've bought everything, or spent all your money, you can choose to exit to either the head or the body. Exiting to the head will take you back into the game – fine if you need to earn more money, but exiting to the body is what it's really about. The arcade platform bit just allows you to make the moolah, but to have any chance of completing the game you have to spend it wisely and then use your powers of reason and logic so you can use the things you've bought in the best possible way. Now hold on a second, we're not talking a *Secret of Monkey Island*-level adventure here! If you don't have a particular object, *Wizkid* will give you some pretty big clues. So big, in fact, that they include showing you a picture of the object you need – you don't require an 'A' level in role-playing games to stand a chance in this outing.

The secret screens and little scenarios you can get into by exiting to head are often hilarious and, although you could feasibly finish the game without going via these routes, it is well worth it just for the extra fun you'll have. Almost every level has a secret screen to access and most have more than one. The only exception seems to be the 'Ghost of *Wizkid* Past' level, but you never know, it might just be that we haven't found it yet.

The secret screens aren't the only sub-game elements. Every so often, apparently at random, you will be given an option to do a crossword for points. Give it a whirl, you don't lose anything if you fail. Each crossword is themed to the level you are on at the time, but be warned! They are very difficult and the time limits are short.

Amazement arcade

The action and adventure continues through nine (increasingly difficult) levels until you have finished the main part of the game.

Now you have to rely on how well you have done so far to help you with the final showdown: a boat race to Zark's island. Your crew is made up of the kittens you have released throughout the game, and not enough kittens means not enough speed. Zark will be able to beat you to his castle and pull up the drawbridge – at this point it's 'game over' time and back to the beginning.

If you have a powerful enough team to make it to the castle before Zark then you must battle him at a game of his choice. I can't really see why Wizkid doesn't do the decent thing and run him through with a sword so the Wizard and Wizball can be liberated, but that's not the way it goes. I'm not going to say too much about the final encounter, except that you will need as much money as you can get. Oh, and a great love of classic arcade games wouldn't go amiss either.



An offer too good to be true, the kittens will help you get to Zark's castle. And there's a handy boat waiting to be used.



You'll need a full complement of kittens to win this boat race.

With *Wizkid* (and *Parasol Stars*) Ocean have released two great arcade games in as many months. It makes you wonder why they keep putting out lame film licences when they can produce software of this quality. But they only produce what they think they will sell, and it's you and I who do the buying.

So rather than gnashing and grinding on about how crap *Terminator 2* was why not go out and buy some quality software like this instead? You know it make sense.

Marcus Dyson

SO WHAT EXACTLY WAS *WIZBALL*?



The excellent *Wizball* game came out ages ago. *Wizkid* is the sequel.

A long, long time ago, Ocean brought out a game called *Wizball*. It involved a Wizard, his friend, Catelite, and a malevolent force called (funnily enough!) Zark.

The Wiz lived on a colourful planet called Wizworld, but the evil Zark had turned the whole world into drab shades of grey. So the Wiz invented an amazing bouncing sphere which he released on to the surface of Wizworld to defeat Zark and restore all the colours.

It sounds just as weird as *Wizkid* doesn't it? And it almost was. One thing's for sure, it was an excellent variation on the horizontally scrolling shoot-'em-up.

Wizkid
Ocean ■ £25.99

- Colourful graphics and catchy tunes are spot-on for this type of game.
- Totally weird sense of humour and bizarre gameplay make this uniquely entertaining.
- The 'collect money to spend in shop', and 'find objects to use later' elements are both unusual in an arcade platform game.
- Superb arcade-style secret ending (but we're not going to tell you what it is).

AMIGA FORMAT GOLD **93%**

Just wha game an

Cutesy platform games: they're cute and they've got platforms in 'em! Or are they (and, indeed, have they)? Not the easiest genre to define, these games continue to be massively popular. **Marcus** asks: why?

So! What is a cutesy platform game? The name suggests that it's a game with cute character sprites that leap around on platforms. And, by and large, this description is correct. They almost all have platforms in them and I can't think of any that don't have cute heroes. In fact, they very often have cute baddies too!

But the genre isn't nearly that easy to define. Here in the ***Amiga Format*** office we all agree that *Wizkid* is a CPG (and a damned good one to boot), but it contains very few platforms – most levels contain none at all. But cutesy platform games do have several elements in common, besides the candy-coated sprites. Without exception they are tests of hand-to-eye co-ordination, timing and, most importantly, of skill.

They sometimes even test the brain as well as the body. Many cutesy platform games have fiendishly clever systems for awarding power-ups, cunningly secreted bonus levels or even straightforward 'collect, keep and use later' systems more commonly found in role-playing or adventure games.

Down at the arcade

A better name for the genre may be 'arcade game', since it is in the arcades that they first gained popularity. From the earliest days of Donkey Kong hurling barrels down the ramps at a younger (and altogether less annoying) Mario, hosts of people have found pleasure in these bizarre games. But back in those days it was a much simpler matter to beat the machine. Just climb the ladders, swing on the ropes and get to the top of the screen. Not even a fight to the death with old Kong himself. Once he saw you coming he just fled to the next screen to ready himself with a fresh supply of barrels to hurl at you. Nowadays, of course, things are a tad less simple. If you don't collect the power-ups in the right order they don't do the right job. If you don't collect

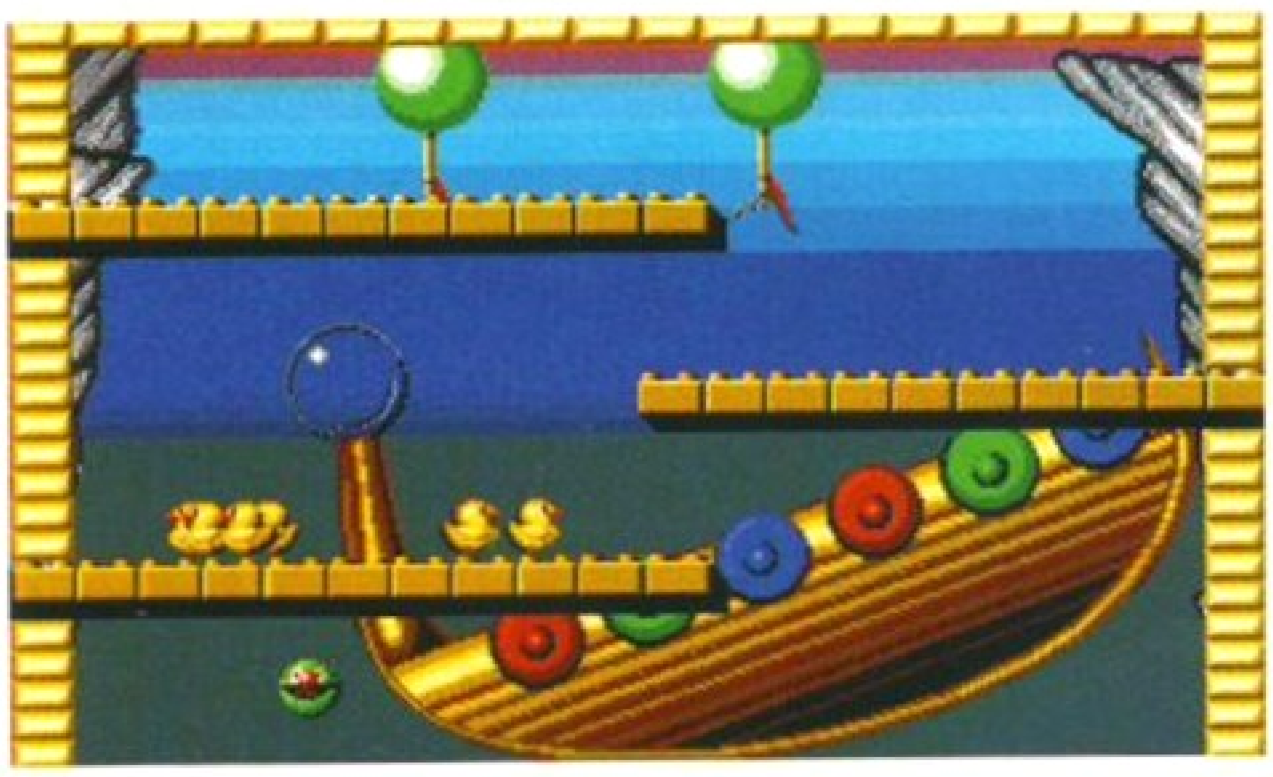
s a platform way?

the bonuses in the right order you don't get the super bonus. If you don't get the super bonus you don't get into the secret level. If you don't get to the secret level you can't finish the game. They aren't making it any easier for us.

In a way they are pure computer games because, unlike shoot-em-ups, sports games or sims, they don't take their inspiration from the real world. These games exist purely in an world dreamt up by the programmer and realised in a computer's circuitry.

Boys keep swinging

But what is it about these games that keeps you, the Amiga-owning public, buying them by the lorry load? Our recent reader survey (see pages 24-35 for the full results) shows that you're a mainly male bunch. In fact, every girl



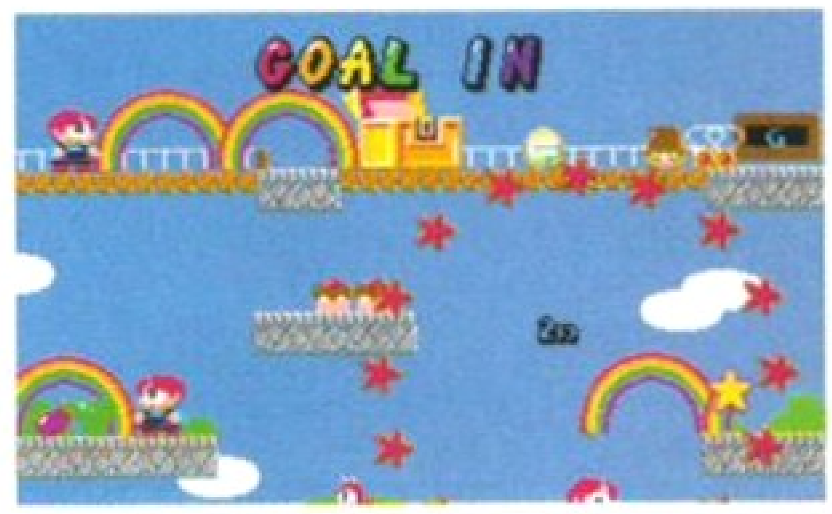
This is one of the few levels of *Wizkid* that actually has platforms in it. But that doesn't stop the game fitting into the cutesy platform genre.

out there is outnumbered some 19 to 1 by members of the less fair sex. So how come a sizeable proportion of you have got a copy of *New Zealand Story*, *Rodland* or *Rainbow Islands* lurking somewhere in your bedroom? I mean, they're not typically masculine games now are they? Don't get me wrong, I'm not poking fun, I think these games are just as wonderful as you do.

But we're flying in the face of convention here, we boys playing with our computers. Most people will tell you that all we're interested in is death and destruction: shoot-em-ups, beat-em-ups, kick-em-ins, smart bombs, lasers, space ships, destroying planets, total genocide – that's what computer games are all about. They are stunting our intellectual and emotional growth.

Of course, we know better. We know that computer games are honing our hand-to-eye co-ordination, our sense of timing and our analytical capabilities. And arcade games are among the best for this. You and I know that we don't have to fall prey to sexual stereotyping, we don't have to play shoot-em-ups just because we were born with a Y chromosome; we are masters of our own destiny. Masters of the joystick. And there are no games that tickle our joysticks as much as the cutesy platform game. Long may they prosper.

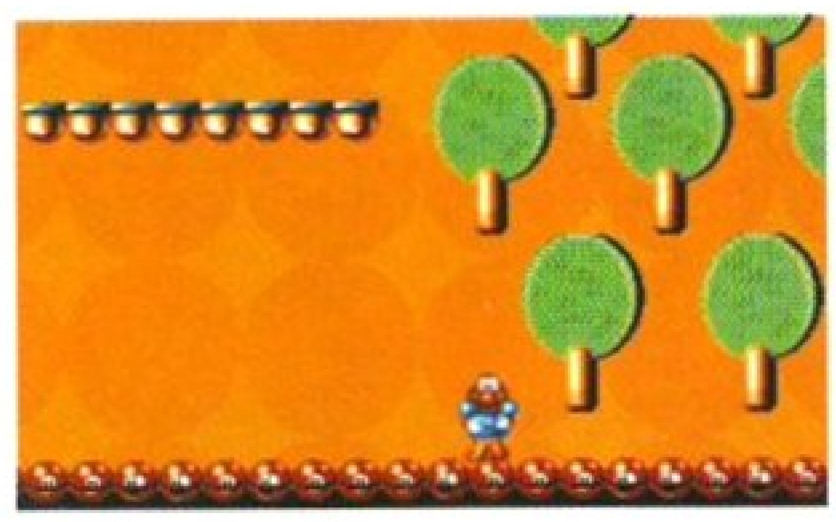
The Amiga Format UNOFFICIAL Top 10 Platform Games...



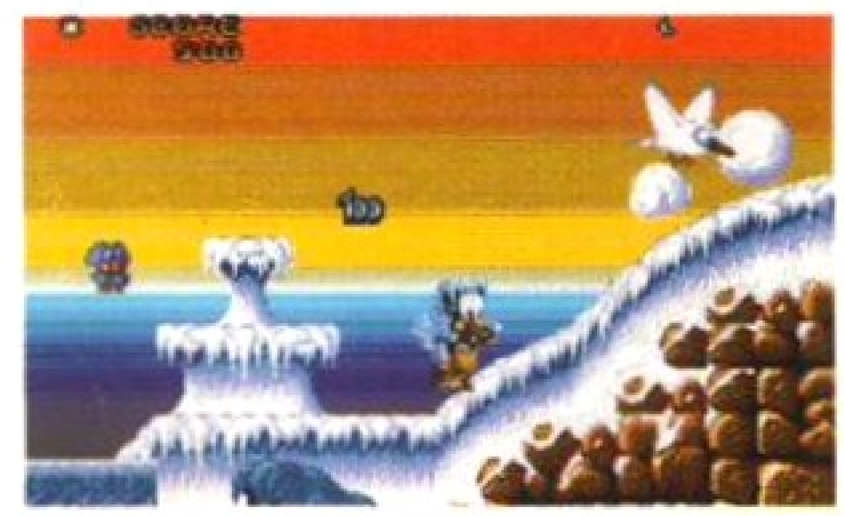
Rainbow Islands
Graftgold via Ocean
The grand master of cute credibility, often imitated, never bettered.



WizKid
by Sensible Software for Ocean
A newcomer to the cutesy arena gets high honours straight away.



Robocod (James Pond II)
by Millennium for US Gold
Frantic fishy fun of the cybernetic variety. Oodles of hidden levels and bonuses.



Fire and Ice
by Graftgold through Renegade
Another new contender that shows outstanding promise. Highly recommended.



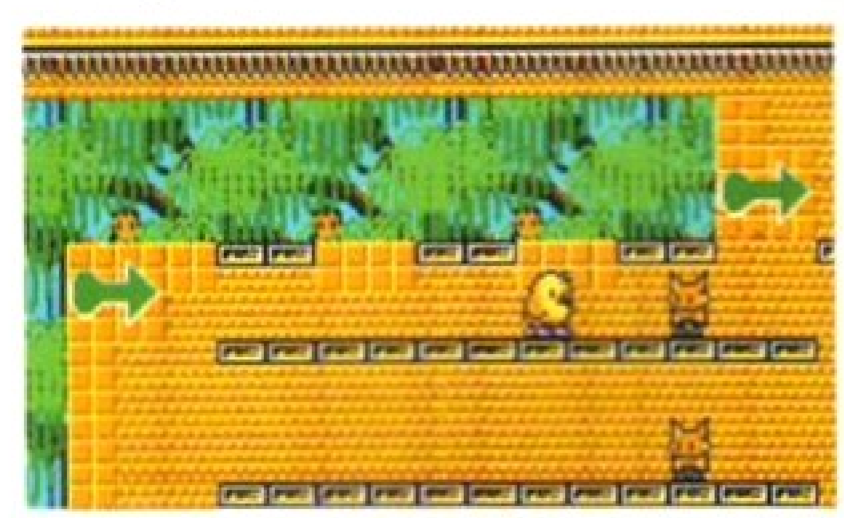
Rodland
from Storm
A cracker of a game that never quite got the credit it deserved.



Parasol Stars
by Ocean
The follow-up to *Rainbow Islands*, and the old magic's still there.



Flood
from Bullfrog via Electronic Arts
The best game-ending sequence ever, but you have to finish it first!



New Zealand Story
from Ocean
Cute kiwi craziness, an oldie but goodie, out on budget. You really should have this one.



Bubble Bobble
from Ocean
The first of the *Rainbow Islands* trilogy looks a little dated now, but a classic.



Titus the Fox
by Titus
Foxy French frolics with flawed control system. Almost a classic.

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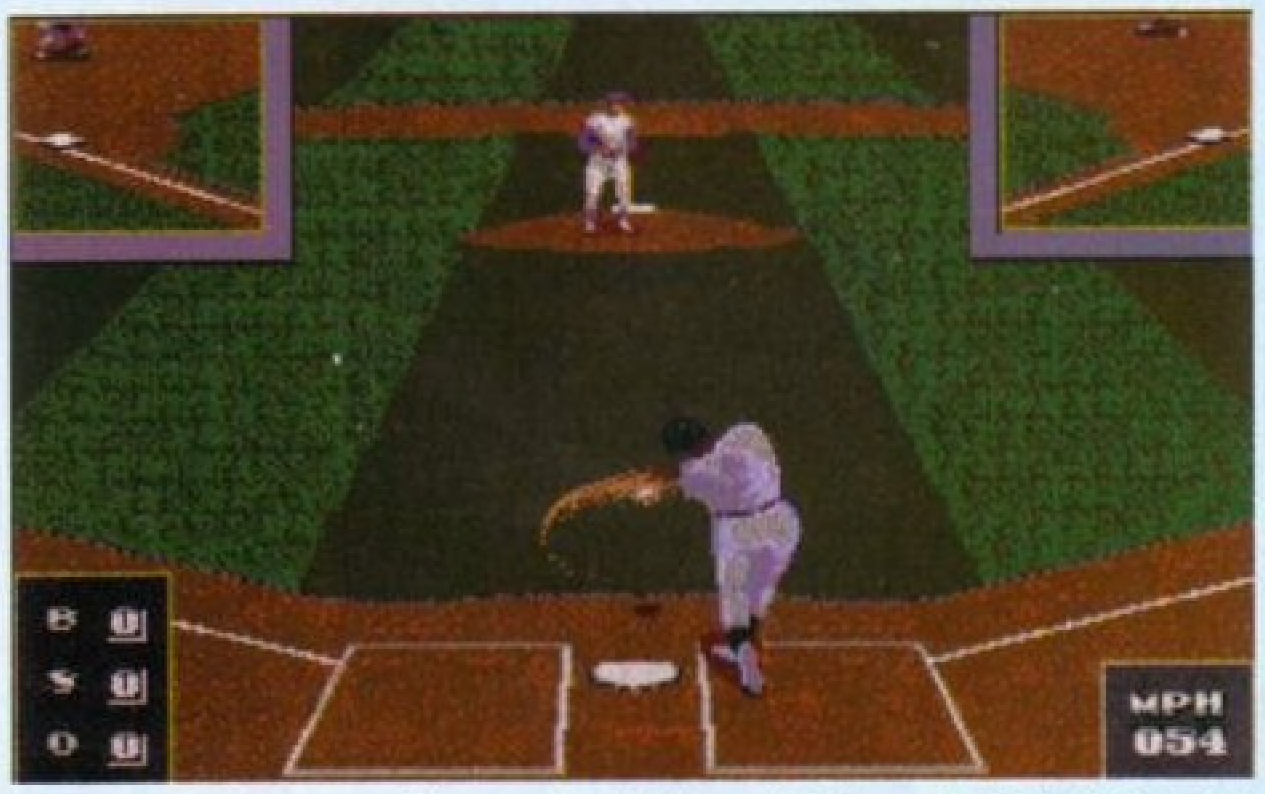
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Home run! The resounding crack of ball against bone told McGinty that it was time to stop using his plastercast as a cheap substitute for a bat.

TV Sports Baseball

Mindscape ■ £25.99

Baseball, eh? Essentially a souped-up version of rounders, but with more pedantic rules and regulations which the *TV Sports* version sticks to like glue. You control each member of the batting team until three are out. Then you switch to the pitcher, and attempt to do the same to the opposition. Controlling your players is really simple: a click of the fire-button launches a ball or swings the bat, and the rest is down to luck (and maybe a bit of timing).

***TV Sports* provides a few good moments: panning views of the baseball field, accompanied by the commentator's speech, but to be honest it's not exactly a world of excitement.**

Verdict 67%

Neil Jackson



That stony-faced monk has to be released to complete the level, but the skeletons need taking care of first.

Risky Woods

Electronic Arts ■ £25.99

Most kids have a fear of dark woods, but when evil demons are lurking there turning monks to stone, it's a mite more dangerous than normal. *Risky Woods* places you as a heroic adventurer who must enter the woods and free the petrified monks. Along the way you can collect cash for extra weapons and bonus items from chests.

The presentation is as slick as they come, making it look very attractive. But the gameplay is incredibly unfair at times, killing you where you have no control, taking time away and punishing you for things that aren't your fault. Too much luck is involved to make *Risky Woods* a playable arcade bash.

Verdict 65%

Maff Evans



Uh-oh, someone's left the taps on in the ladies' loo again.

Ugh!

Yes it was probably man's first word, and though the title is rudimentary the platform gameplay isn't.

Now and again a game pops out of the sky and knocks you for six. *Ugh!* sauntered into the ***Amiga Format*** office looking like a harmless platform caper, but it's a game that has taken us by complete surprise. The star of the show is a hairy caveman who has the hots for a blonde cavebimbo. The problem is he hasn't the funds to keep his love in the manner that she would like to become accustomed.

So how does our hero raise the capital for his love? Well, while dosing under a tree an apple falls on his fuzzy bonce, and a fund-raising idea springs to his small prehistoric mind. The wheel? Fire? Nope, nothing so basic, he dreams up a man-powered helicopter, then starts up the world's first door-to-door taxi service. You play the daring young man in his flying machine, ferrying his neighbours around from platform to platform – for a nominal fee. So far, so good, but not everything on this primeval land is as simple as it appears. For example, helicopter design doesn't lend itself to underwater conditions and if you land with too much of a bump your 'copter is firewood.

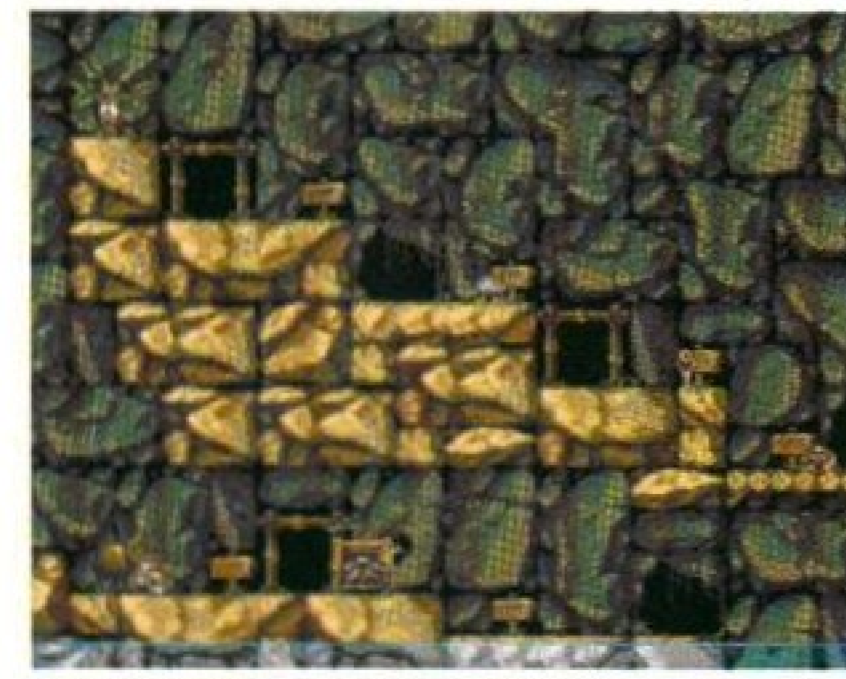
Something old...

Though *Ugh!* might sound like just another platform game, it does have a special something that others in the genre don't. Many of the levels involve you having to plan your route first, otherwise you'll come across various obstacles like knocking the more mature citizens into the brink (the oldies, unlike the younger residents, can't swim, they just float for a while and then drown).

The levels go from being very difficult to incredibly tough later on in the game; where all the obstacles that were introduced earlier in the game all gang up against you. For example: smaller gaps between platforms, more dinosaurs, unmarked platforms and rising water levels all make for hard going, but all of them are 'do-able', eventually.



Co-operation is the key to this platform game Trying not to get in your partner's way can also prove difficult.



Now this triopterus doesn't look very friendly. Pedal like the wind or you just get headbutted into oblivion.

LITTLE MONSTERS!

OK, so according to the history books, dinosaurs were long gone before man made his first appearance. But here in the land of Ugh the two species happily – well almost – coexist.



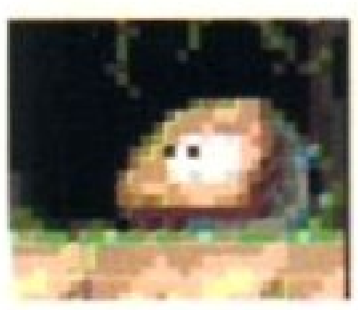
Dino – Big dinosaur, big breath. Dino may be fast asleep but his snore is worse than his bite. He's usually positioned in a vertical corridor, so be really careful because if you pedal too close to him he could suck you right into the rocks. If you want to beat the beast, get really close, watch the timing of dino's snores, then pedal like the wind.



Triopterus – Most dinosaurs were harmless vegetarians. But this one's big, strong and head-butting helicopters is his favourite hobby. There's two ways to avoid getting bashed: either knock your customer into the water and pick them up there, or drop a rock on the beast's head and knock him out for a time while you do your stuff.



Bird – More like a pterodactyl than a pet budgie, if you stay still for too long it's sure to come your way. One touch and you're dead, so steer well clear. To thwart his flapping, sit still, listen out for his squawk and wait till you see which way he's coming from. Then get out, quick.



Rock – The rock is small enough to carry around, but heavy enough to do some damage. If you're running low on energy, drop the rock on the tree and pick up the fruit that falls. And dropping it from a height can knock a bird off course and brain a triopterus for a few seconds.
Be warned, if you've got the rock with you the natives won't tell you where they want to go.

As you go through the game it becomes obvious that *Ugh!* is not only a good-looking game with great graphics (though sometimes the characters are hidden against backgrounds of the same colour) and fun to play to boot, but it's also very well put together. The collision detection is excellent. You can't balance on the end of platforms; at least half of the helicopter has to be on the platform before you can deliver anyone or pick anybody up. And the control system works well, though it takes a while to get used to, but soon enough you're fighting your way through gale force winds and torrential rain.

HARD DISK INSTALLABLE

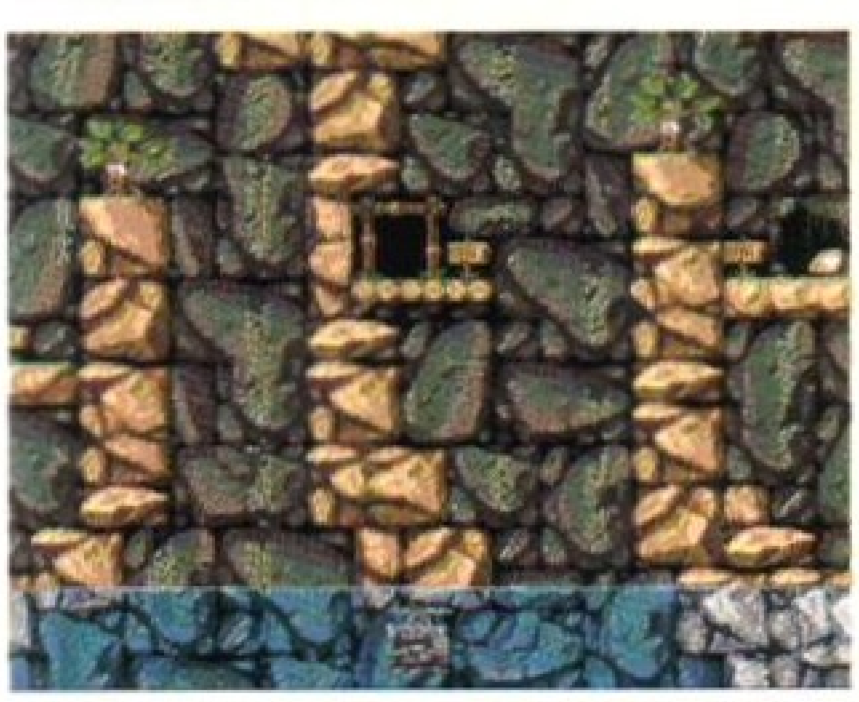
As you might expect with a cutsie platformer, there has to be some cute music, and yes there is some cutsie platform music. The sound on the other hand really stands out; it blends brilliantly with the game and is perfectly coordinated with the action on-screen. In fact the sound at times is an ally, listening out for danger is often your best defence, especially when avoiding head-on collisions with oversized scaly birds.

What's the saying? The pen is mightier than the spear? In *Ugh!* it's a case of having to be quicker on the draw than Billy the Kid ever was. The level codes appear so briefly and are written in such a horribly bubbly font, that getting them down on paper requires a great deal of determination.

The two-player option and the difficulty level choice add even more interest, if you're a little heavy handed then playing on the easy level can give you an edge, while the hard level is only for those with the most delicate joystick control. The two-player option is straight out of *Sesame Street*: cooperation is the key (if only taxi drivers today would take a leaf out of that book).

The sign of a bad game is you get so frustrated with it you want to take a 12-bore shot gun and blast the coders to kingdom come. *Ugh!* doesn't get you annoyed with the game or the coders, but frustrated with yourself for not being good enough to beat it. But not so angry you don't come back for more, and believe me you will.

Clare Hodgson

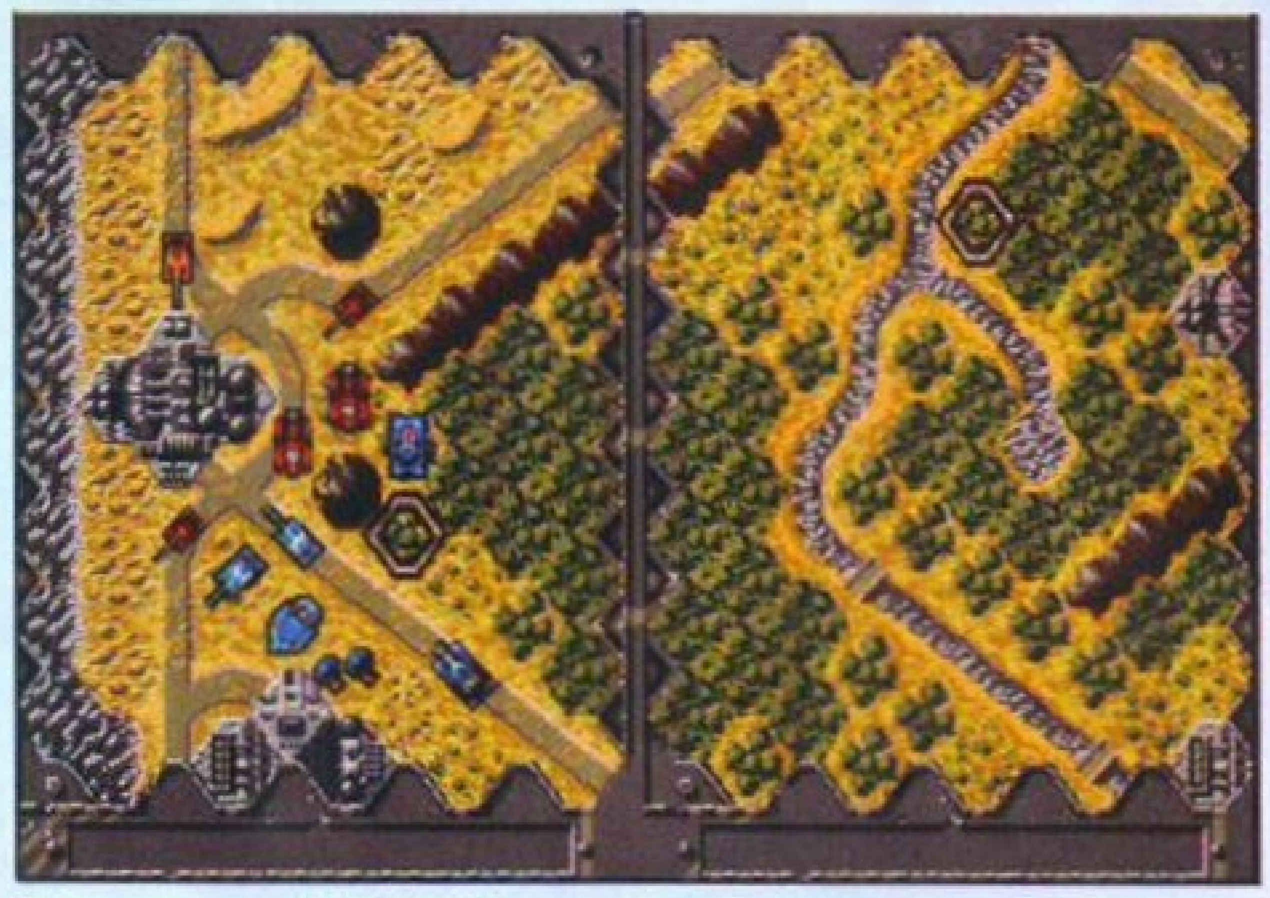


Aroogh! Aroogh! Dive, dive, dive. The problem with wooden helicopters is that they really would prefer to float.

Ugh!
Play Byte ■ £25.99

- A simple and original concept turned into a great game.
- You'll have to be quick if you want to catch the level codes.
- Loads of levels, enough to keep platform addicts happy for days.
- Great fun and highly addictive.

Verdict 88%



Take your copy of *Battle Isle* screaming and kicking into the 21st century with UBI Soft's new high-tech maps and scenarios.

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UBI Soft ■ £19.99

Just the thing for those of you that have completed all the levels in the original Format Gold-winning *Battles Isle* game. This add-on disk comes with a new set of futuristic scenery squares, plus a whole range of new levels to go to war on.

The gameplay is the same as its predecessor, and you need the original game to prepare a working version with the new levels on. There are no new features or surprises; even the vehicles and aeroplanes are the same. But the game is still great fun and keeps you entertained for many an hour.

Neil Jackson

Verdict 72%



Yet another text screen to amaze and delight the budding Graham Taylors out there, courtesy of Domark's *Championship Manager*.

Championship Manager

Domark ■ £24.99

US Gold's recent chart success with *The Manager* has proved that there is still a demand for soccer management games. Domark add their own attempt to get in on the act with *Championship Manager*, a purely management game (no arcade sections) covering all four divisions, along with the Superleague and a number of non-league teams.

The problem is that it all happens via a series of tables and text screens, which quickly gets boring. It's also let down by numerous long delays while data is organised (it takes half-an-hour to actually start playing). To be successful, a manager game has to capture the feel of the sport, but *Championship Manager* could easily be an accountancy package.

Maff Evans

Verdict 41%

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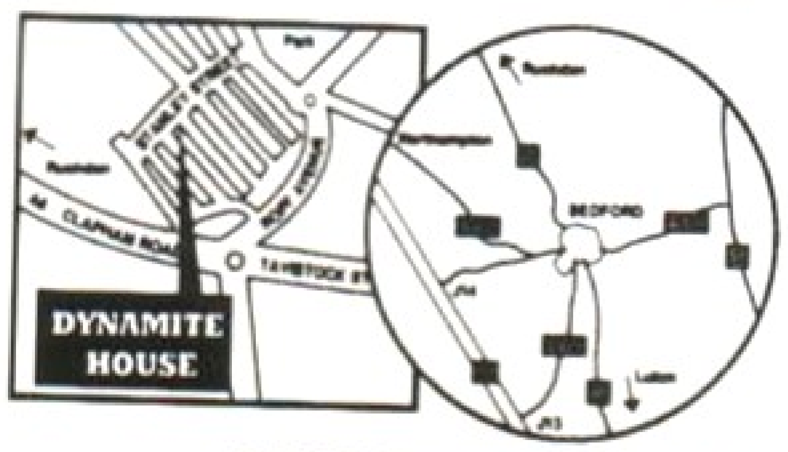
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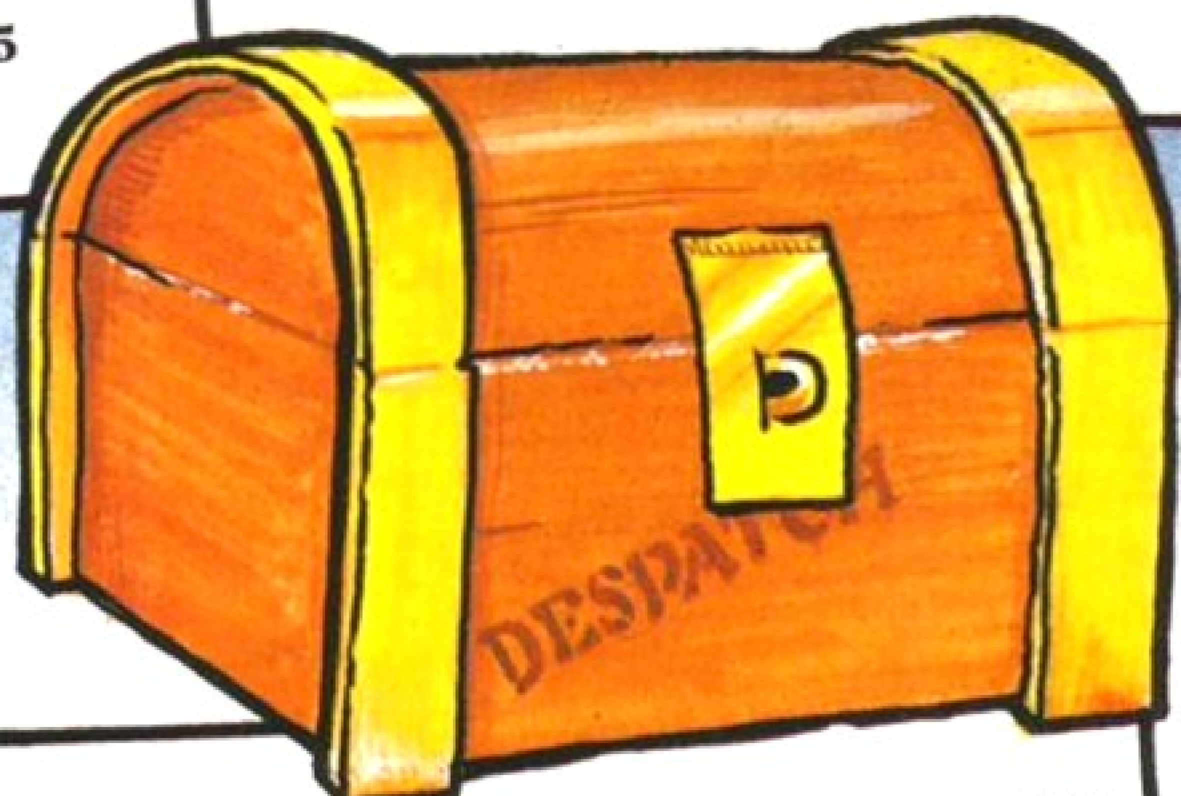
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This pack used to come with the Amiga 'Class of 90's' Pack but we've managed to source a few and are able to offer them at the giveaway price of **£19.95**

⁜ **N.B. This package is NOT Plus/A600 compatible**



Notice how Simulmondo have cleverly omitted to put any digits on the speedo? That way you don't notice how slowly you're going.

Millemiglia

Simulmondo ■ £25.99

Intent on programming a racing game, there must be lots of exciting modern events to choose from. So it begs the question, why on earth have Simulmondo chosen a cross-country race featuring the lumbering land wagons of the late 1920s?

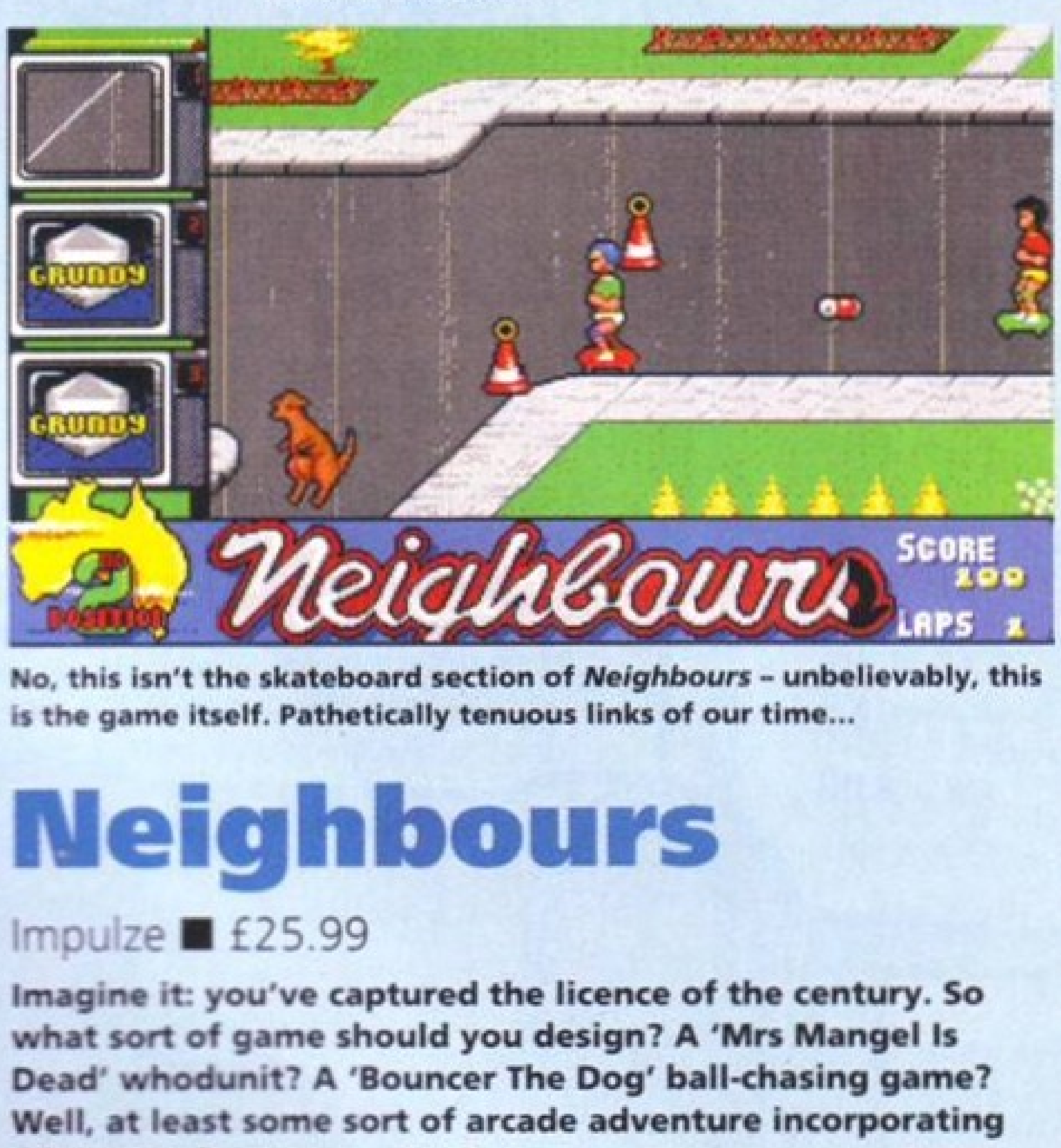
Yes folks! Now you too can jump into your three-litre Alfa Romeo Super Sport and trundle leisurely across 1,000 miles of sparsely detailed Italian countryside. Whoopee.

True, it's all very neat, with digitised piccies from that era, period typefaces and a reasonable 3D view. But the cars handle like whales and every time you go over a particularly brittle twig, you stop for repairs.

Once you've pottered between a few cities I doubt you'll be bothered to complete the whole Millemiglia. Somehow I don't think *Formula One* has much to worry about just yet.

Verdict 51%

Steve Jarratt



No, this isn't the skateboard section of *Neighbours* – unbelievably, this is the game itself. Pathetically tenuous links of our time...

Neighbours

Impulze ■ £25.99

Imagine it: you've captured the licence of the century. So what sort of game should you design? A 'Mrs Mangel Is Dead' whodunit? A 'Bouncer The Dog' ball-chasing game? Well, at least some sort of arcade adventure incorporating all the TV characters... Yes?

Nope. Impulze lash out the dosh for the licence of *Neighbours* (including likenesses of the Ramsay Street mob) and churn out a decrepit skateboard race game. Still, it might be worth playing: maybe there's some stonky, original cube-gleamin' going on?

Er... no. Take the graphics of *Paperboy*, the gameplay of *Skate Or Die*, the lasting interest of *Back To The Future II* and you're getting close to what must be the saddest licence of all time. Even the most hardened of *Neighbours* fans will be dreadfully disappointed with this inept little title.

Verdict 24%

Steve Jarratt



Marathon's don't you just luv 'em? Not quite the same since they changed the name to the internationally recognisable Snickers, though eh?

International Sports Challenge

Are you an all-round athlete? No? Well then have a go at this little lot, it's far less tiring.

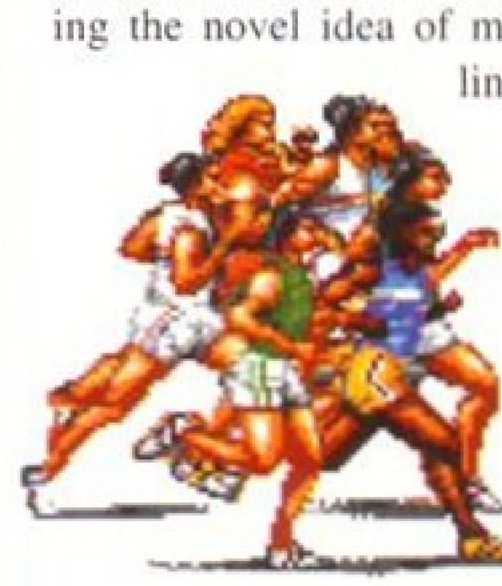
With the pace hotting up for the Barcelona Olympics, it's hardly surprising that the software companies are pulling out the stops to get their sports simulations out to coincide with the start of the games. The latest digital combination of Olympic events comes from Empire in the form of *International Sports Challenge*.

The game is a combination of six sports, with various events being included in each discipline to make a total of 21 events. Up to four human players can compete, each player choosing the level they wish to play at on each discipline.

Each section is loaded individually from disk, the list of sports you wish to play being selected from a menu at the start of the game. Once all the events have been completed, the final totals are added up and the winner is presented with a nice gold medal animation (but there are no silver or bronze awards – bah).

Going for gold

Although *International Sports Challenge* only contains six sports disciplines, the variety of the events means that there are actually around 20 events to play. Empire have tried taking a different approach to the usual sports simulation, giving different control methods and perspectives on many of the events and including the novel idea of making the marathon a linking event.



However, for the most part the game seems to be just the same old stuff that we've been seeing for years. The 3D events are quite innovative, but even the cycling event is just an old-fashioned joystick-waggling affair (which is pretty much an outdated idea when you come down to it). The diving can be annoying at times too, with the control method becoming ridiculously hard to execute, making the going extremely frustrating. As for the marathon, all you have to do is push up the effort to make the pace around two hours and keep taking water at the refreshment stands. Sure you could get a slightly better time by using some of the other functions, but there is no immediate effect on the game as you are playing it, which makes it all seem a bit dull.

Although Empire have tried to take a different view of the genre, *International Sports Challenge* still doesn't take the field of sports simulations any further than the original Epyx games released all those years ago.

Maff Evans

Int Sports Challenge
Empire ■ £29.99

- **Some nice graphics and interesting perspectives on a couple of the events.**
- **Hefty disk access and swapping slows things down quite a bit.**
- **Some events are the same old thing seen time and time again, while others are novel, but frustrating to play.**
- **A brave attempt, but doesn't really offer much that is different.**

Verdict 68%

SIX GREAT SPORTING MOMENTS

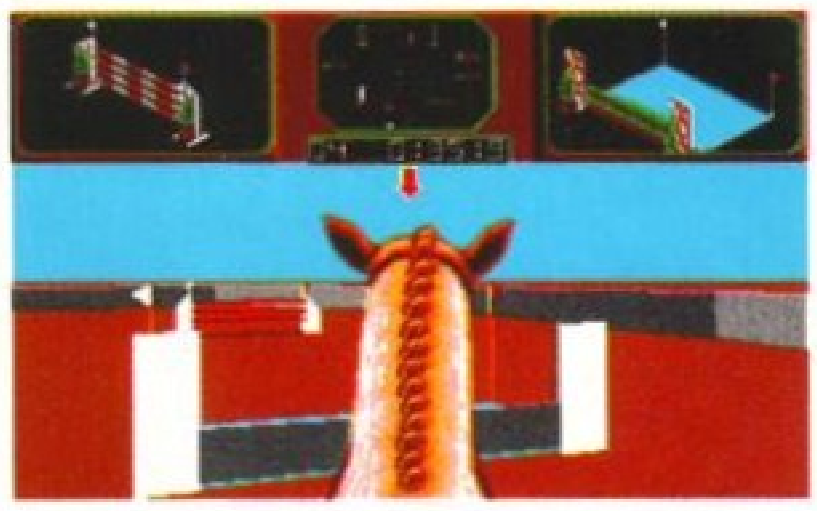
Time to take a step back in time to your school's sports day. Only these events are a bit more advanced, but you're still allowed to make a pig's ear of it.



The somersaults were easy enough, but can you pull out and enter the water properly?

Diving

Dives can be taken from three heights, or as a combination of a one and three metre springboard dive plus a five-metre high dive. To take a dive, you hit fire to start, then again to set the power, then move the joystick to follow a dot that moves around a circle. This dot shows the moves you have to execute to complete a successful dive. The dives are rated by difficulty.



The approach angle on the water jump could be better. No it couldn't... CRASH!

Show Jumping

The equestrian event is a first-person, 3D-view affair, with the player riding a horse through a polygon-based arena. Pushing forward on the stick spurs the horse on, pulling back slows it down and left and right turn the horse in that direction. The key to beating the event is to time the approach to the fences and hit the fire-button to clear the obstacles.



The opposition is speeding off and this chap is way behind with a lung full of water.

Swimming

Swimming can be attempted at a number of levels, with a choice of stroke and distances (as well as a 4 x 100 metre medley event). After pulling down, then pressing up to perform the dive, you must move the joystick left and right to execute as long a stroke as possible. Timing your breathing is also important, otherwise you will be slowed down by a lung full of water.



No time to admire the scenery, you've got to pedal (well, waggle) like crazy.

Cycling

These are in the classic computer-sports sim mould. In other words it's a joystick waggler! After choosing the type of race (sprint or pursuit) and the distance, you must waggle and push up or down to adjust your position. For sprint you have to overtake your opponent and finish first, whereas pursuit pits you in a race to finish a certain distance in the quickest time.



Oops! Missed that target. Oh well, just have to try a little bit harder for the next one then.

Shooting

The shooting events are probably the most wide-ranging of the six sports included. You can take part in trap shooting (where you must shoot pairs of clay-targets launched from a single point), skeet shooting (which has the targets launched from a pair of bases), target shooting (requires quick reactions to hit five targets before they disappear) and boar shooting (consists of a number of moving wildlife targets which must be hit on the run).



A tactical approach is called for in the marathon. Pace and refresh your runner.

Marathon

The marathon is a link event which is played between the other events (it can only be attempted when you play a full competition, including all the other sports). You must set your runner's pace, effort and speed to try and run the 50-km distance in the quickest time. The right choice of refreshments to take at the stands can also affect your runner's performance. Make sure that he doesn't get too tired, or his pace will certainly start flagging.



Slick control, can't-fail-to-impress graphics and playable platform shoot-em-up gameplay makes Jim Power one for the gamer's library.

Jim Power in Mutant Planet

Loriciel ■ £25.99

Beneath the dreadful title and awful packaging lies a slick platform shoot-em-up. The visuals are technically excellent, boasting wonderful parallax scrolling. Sadly, this 3D effect is wasted on some very 2D-looking scenery.

The jump 'n' shoot action is nicely paced and unrelenting, with lots of stuff to kill, collect and negotiate. Jimbo himself is very controllable and the only bugbear is that he doesn't fire when he's running. With five big levels this game deserves a look-in from all but the most fervent strategists.

Steve Jarratt

Verdict 85%



Can you stand up to a battle of strength with Thor? Can you overcome his stormy powers? Can you be bothered to play at all?

Myth

System ■ £25.99

Most games that use mythology are happy to stick to one particular mythos, but System 3 seem to have bunged in the whole gang, from Thor and Odin through Medusa and Athena to Mars, the Roman god of war. You play the last of Queen Boudicca's warriors on a quest through various zones, containing a number of different legendary characters. You must use various weapons that you must try and obtain along the way to defeat the evil creatures contained in the game and reach the final battle.

The various graphic styles used to portray the different mythologies are very nicely drawn, and the sound adds a mysterious edge. However, the control and gameplay are a little stiff, giving the game very little depth of feeling. Apart from the graphics, you could be playing any beat-em-up. There is just nothing new to keep you interested.

Maff Evans

Verdict 58%



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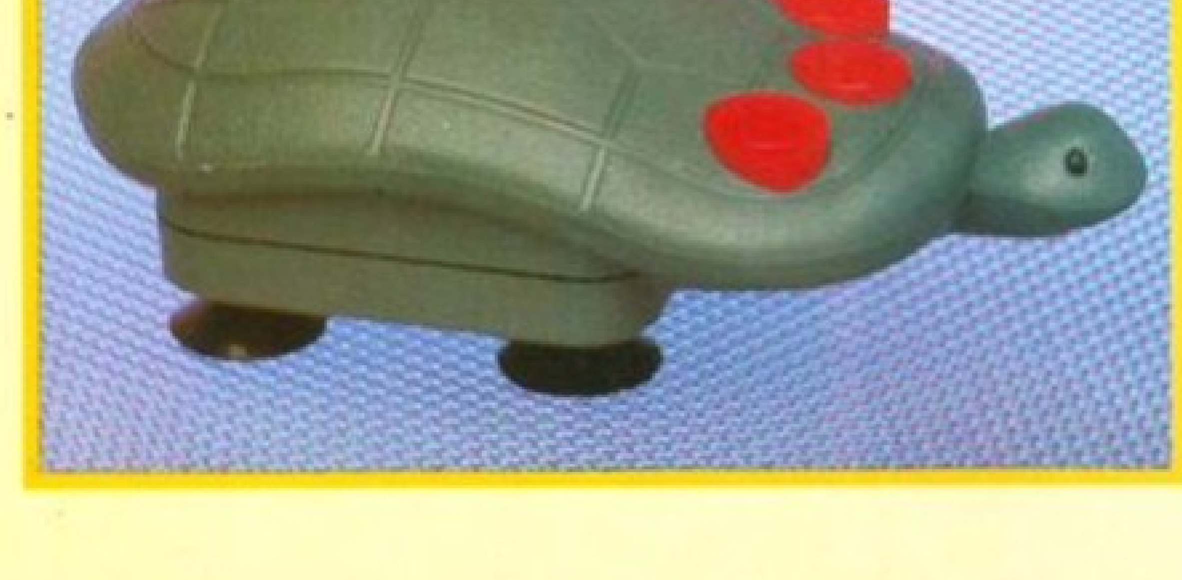
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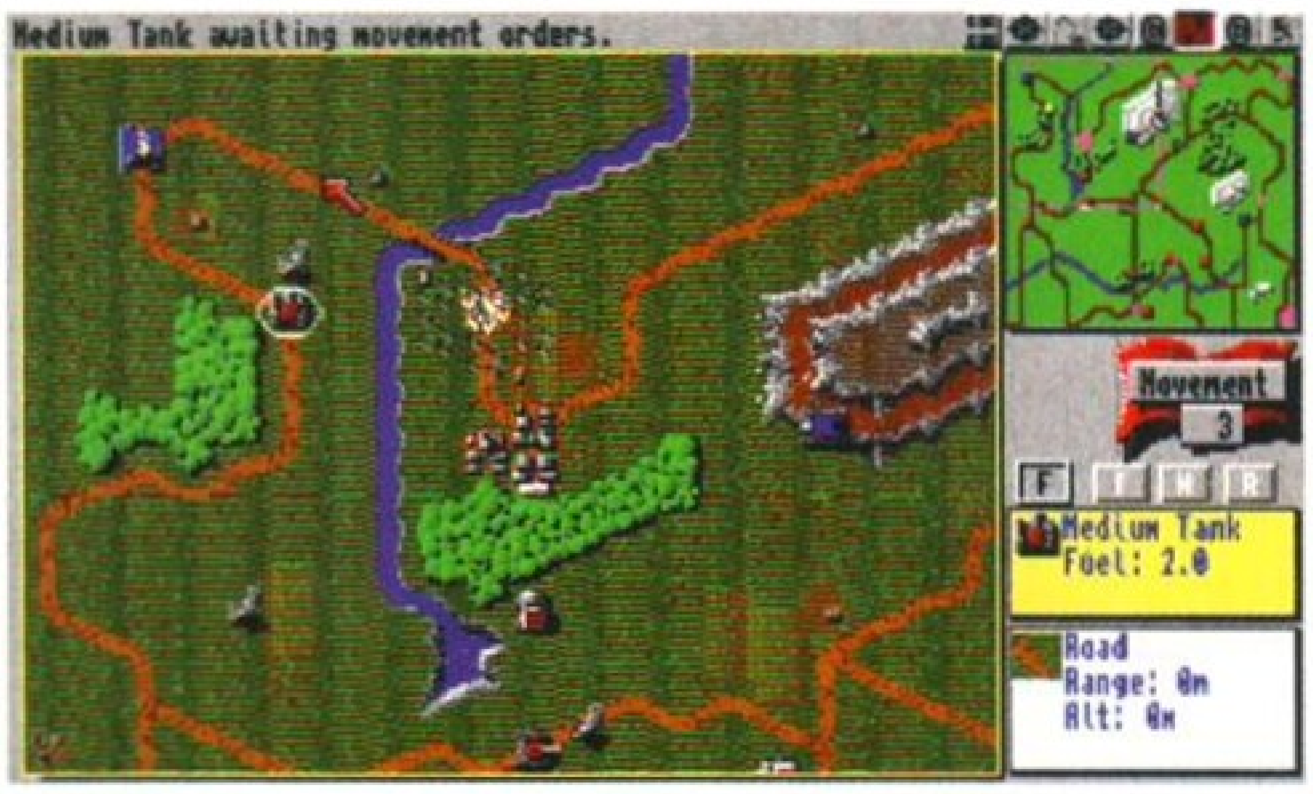
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The Perfect General

At the risk of breaking with tradition, spoiling the suspense and making the rest of this review redundant, *The Perfect General* is actually quite a splendid war-game. As mentioned proudly (several times) in the 90 pages of instructions, it's based on an acclaimed, manual war-game system. You know, the kind that bearded men die of old age before completing.

Sadly, as with so many others of its ilk, it still hasn't managed to get its act together in the presentation department. It takes a good 30 minutes to install on to two floppies and there's a fair amount of disk-swapping once you're up and running, though presumably the hard-drive option speeds things along no end.

Once in the game you'll find the graphics reasonably clear but extremely boring, and the sound restricted to a few plinks and some fairly dire samples when any unit fires on the enemy. In its favour the user interface is very well thought out, with hot keys for every command, although the game's tendency to quit out when you cancel a disk option can cause some snapped nerves.



My worthy opponent has me pinned down outside Moscow, while his artillery pounds my hapless reinforcements. Damn you, Colonel Custard.





It's nice out here in the Steppes. The wind is cool, the sun is shining and the people are happy. Let's drive some tanks over them and set fire to their grandmothers.

OK, enough gripes about the front end. Where it scores highly is in the game itself. It's a standard taking-turns-to-move-the-icons-about-the-hexagonal-map affair, but the rules have been honed to a shiny and altogether satisfying point. It's an exciting, absorbing game. In each of the 14 scenarios, ranging from simple skirmishes to full-scale sieges, your job is to fight off the opposition and take control of various towns and cities. The various units you command have finely-balanced strengths and weaknesses, and for added fun you can give the enemy a rather nasty surprise by instructing your chaps to return fire when hit or open up on any passing unit during the others' turn. Although the two-player mode is best, the Amiga plays a mean game itself, drawing an opponent profile at random from a large selection of cunning generals.

I loved this game. It's incredibly easy to grasp the rules, and hellishly good fun trying to outwit and outdo your opponent. The somewhat pedestrian pace of play is soon forgotten when the shells begin to fly and the chess-like combination of simple rules and deep strategy means tons of lasting appeal. Almost perfect.

Jon Pillar

The Perfect General
Ubi Soft ■ £34.99

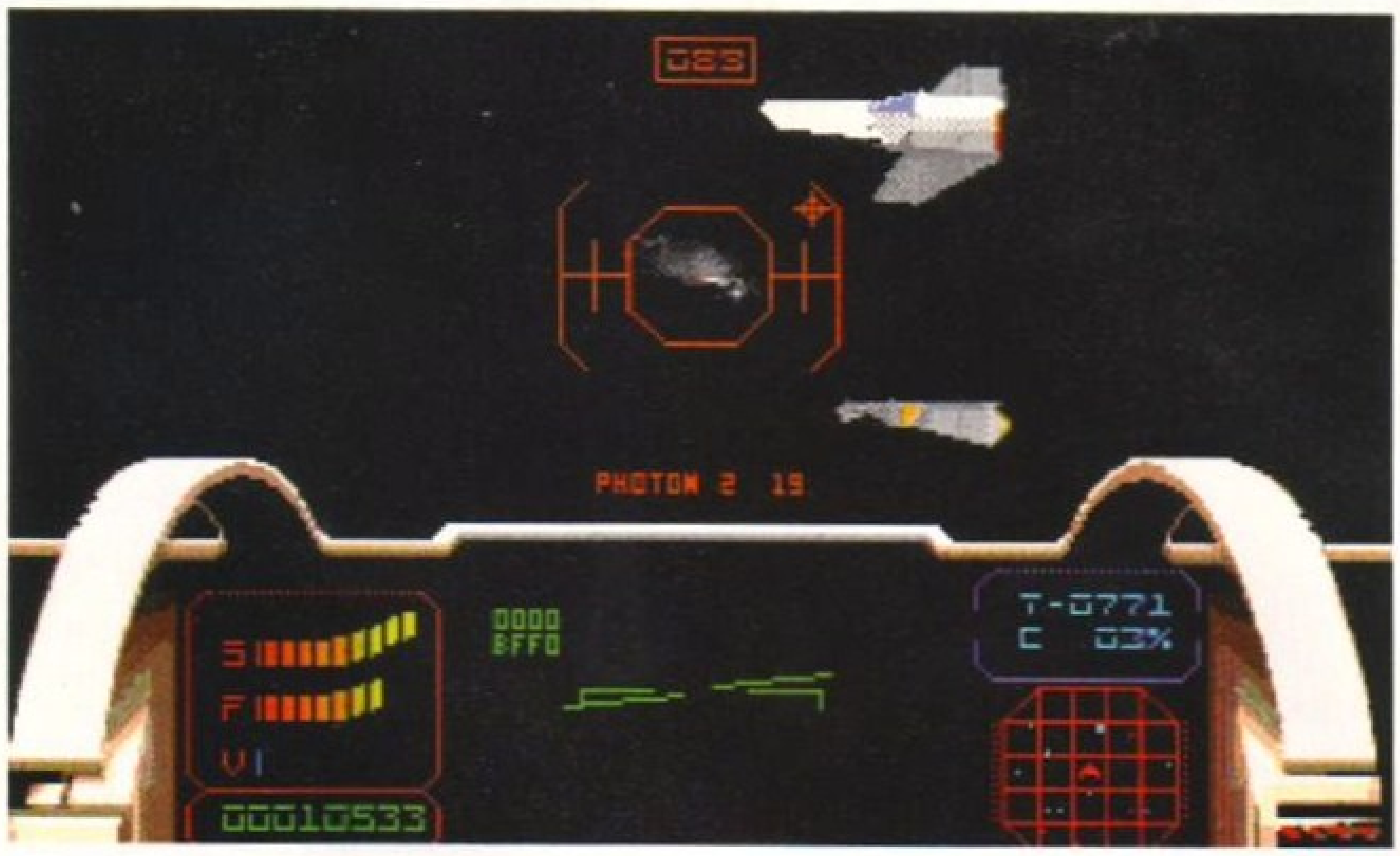
- Tremendously playable and easy to pick up.
- More options than you could fit comfortably in a large shopping trolley.
- It takes a while to think things through.
- Looks aren't everything.
- Very absorbing and has plenty of scenarios.

AMIGA FORMAT Verdict **82%**

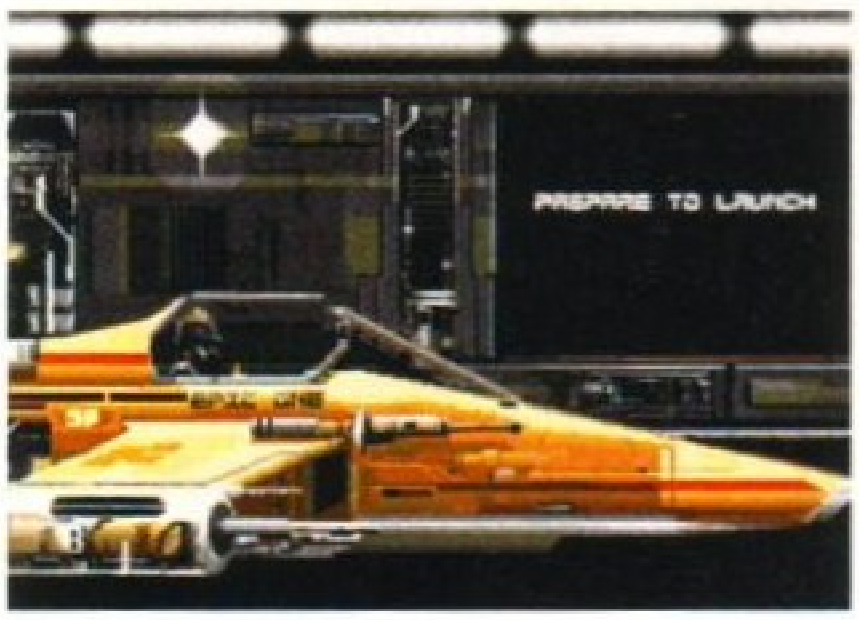
Epic

When a game is a long time in production, the feelings around the time of its release are fairly mixed. On the one hand there's the excitement that it's finally going to arrive, but this is tinged with apprehension and reservations on whether it has been worth the wait. Ocean's long-awaited (over two years in fact) space-battle saga, *Epic*, is a game which fits into the category. Can the incredibly long wait really be worth it in the end? Well... not really.

The story behind the game is basically a reworking of *Battlestar Galactica*, with the human race fleeing disaster in a massive fleet of ships. After an admittedly impressive introduction sequence – a massive fleet of animated ships flying away from the doomed planet – you have to take on a series of missions as a pilot on the experimental Epic fighter. The first mission is pretty much a direct steal from *Galactica*, with the player having to blast a path through a minefield before the fleet can pass. Next it's a series of attack runs on the Rexxon bases, destroying their communication systems, supply lines and defence systems. Later in the game, you must take part in space battles along with other fighters in the human fleet, ending up with a massive attack on the Rexxon Emperor's personal space cruiser.



The Rexxons mount an attack on your fleet, so some quick tracking with Photon Missiles is called for.



The Epic craft is on the flight deck, ready for launch on another mission. Seat of the pants flying and target guesswork ahoy!

Elitist?

Originally it was planned to make *Epic* a wide-ranging, *Elite*-style 3D space shoot-em-up, trading and strategy game. What it has actually turned out to be is a pretty bland, simplistic 3D shoot-em-up with a few fancy polygon spaceships.

The fact is there are so many annoying quirks that leave you screaming at the screen. For example, when you try to lock on to a target using the waypoint computer, it will only guide you to one particular target out of all the ones available, even if you've already destroyed that one!



The end of a successful mission, and the Epic fighter must flee these familiar-looking fighters to get back to safety once more.

Some of the missions are a bit of a mystery to begin with, so you have to guess what you're supposed to be doing. Where are the nice animated computer briefings? Left out of the Amiga version, it appears. Added to all this, perhaps the most galling aspect is that the game is incredibly easy to finish. Pretty much everyone who has played the game, to our knowledge, completed all the missions within two hours of first starting the game. Doesn't really seem to be worth the money, does it?

Don't believe the...

So after all the hype, the long delays and the promise of a massive space saga, all we have is a futuristic, toned-down version of *F29* with less missions and less than challenging gameplay. Sorry, but adding a few in-between animations (which take a while to plod through, many of them being repeated) doesn't improve things. Digital Image Design started the project so long ago, but have been working on newer (and better) games, leaving little time for finishing *Epic*. However, Ocean decided they still wanted to release the title, but Digital Image couldn't get it together in time. So we're left with a rushed job just to get the thing released. The result is an out-of date shoot-em-up.

Maff Evans

THE EAGER PUBLIC SPEAKS

Epic managed to enter the charts at number three last month, which shows a lot of people have been looking forward to the game. But has it been worth the wait?

Within three days of the game being initially released, a large number of level codes flooded into Gamebusters (there were 11 just this morning), along with letters describing how disappointed they were on spending £30 for less than two hours entertainment (some even returned the game and asked for a refund). A few letters said they enjoyed the game while it lasted, but they would have liked a bit more of it.

Mr JS Smith from Sheffield had terrible trouble with the game, finding that it wouldn't work on his 1.3 Kickstart machine with 1Mb of chip RAM. Chris Chant's letter is fairly typical: "I bought _Epic_ and completed it the very same day!" and David Rad from Merseyside summed it up: "It's a pity that they gave a cheat for it in the box." Very true!

A case of a lot of presentation, but not enough gameplay.

Epic
Ocean ■ £29.99

- The nice intro promises a lot of depth, adventure and action, but little comes along in the actual game.
- The control and direction-finding leaves you growling with frustration.
- The animation sequences get repetitive after a short while, not really making up for the lack of gameplay.
- Thirty quid. Two hours from start to finish. That's more expensive than going down to the arcade and playing coin-ops!
- A lack-lustre game that falls pitifully short of its original aim.

Verdict 34%



The Magma Cannon – a deadly Rexxon weapon. It's not that tough though, since it only takes a handful of missiles for you to totally demolish it.



The Rexxon emperor's battle cruiser needs to be destroyed in order to save the humans. 'Aim for vent,' it says... but I've already shot the vent.

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AAARGH! They're everywhere! This is level five and it's swarming with creatures who keep putting out my lights! The number of nasties increase with each level, things really hot up here.



Farmer Palmer's backyard. Here you have to crack the rocks which block your way.



Prehistoric World. The question marks on this screen randomly change the crocs' direction.

Cool Croc Twins

Meet Punk and Funk: by far the coolest crocs around. Suitors of sexy crocette-babe, Daisy, they're the weirdest comic duo to hit your machine since Bub and Bob. These strange and very pretentious little critters star in the new cutesy puzzle game, *Cool Croc Twins*. It's the age-old tale which inspired many coin-ops: complete the game to get the girl, bash a few nasties on the way, find the odd little secret bonus and so on. However, here we have something that's just a little unusual.

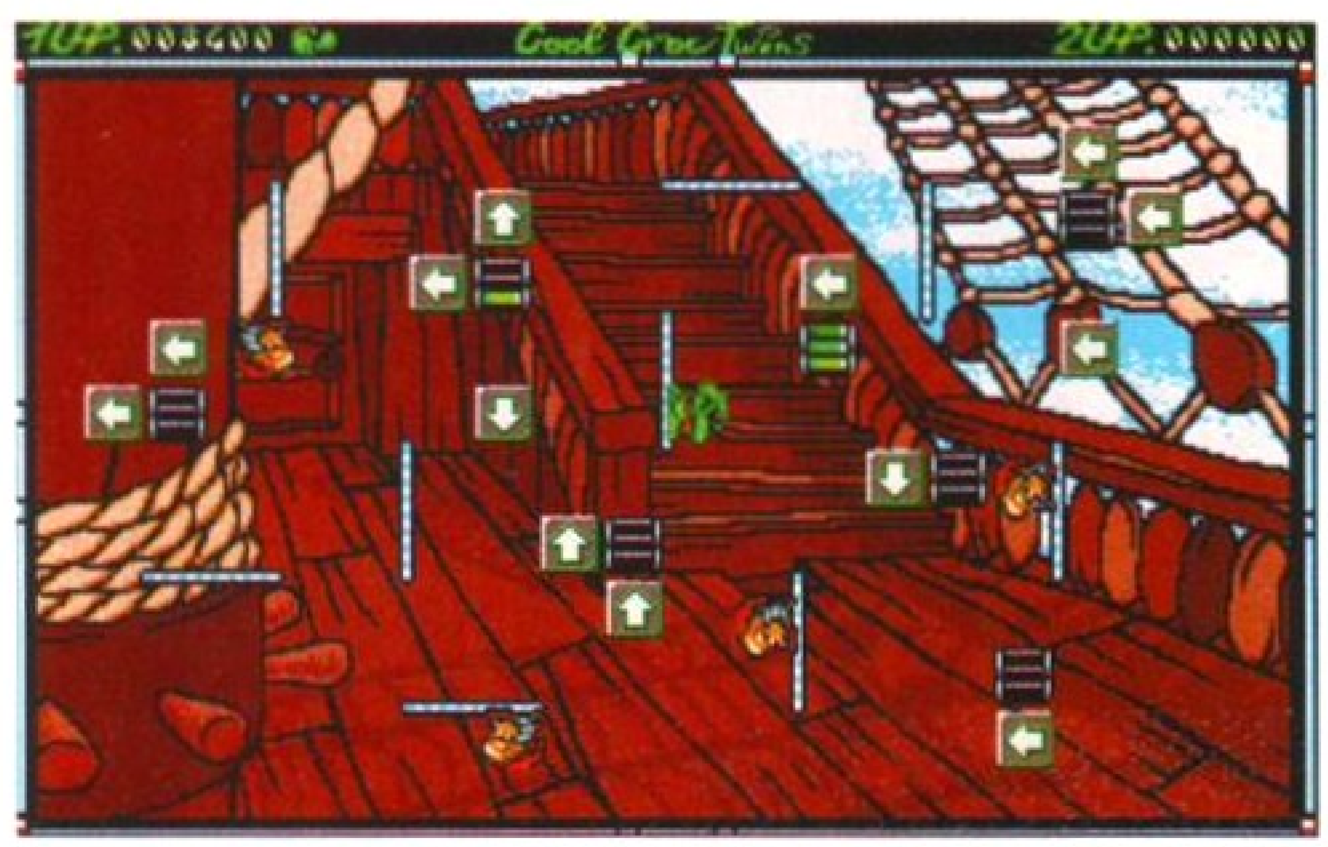
For instance, you have to headbutt level indicators in order to complete each screen (you know, those little spectrum analyser lights which jump up and down on your stereo?)! A series of walls and blocks provide your route to these lights along with one of two movement control methods. These allow your crocodile to move in either clockwise or anticlockwise directions around obstacles or, with the conventional movements (left, right, up and down). The former method is hard to appreciate until you need to make a swift get-away up a vertical wall! You begin each screen stuck to the ceiling, but that doesn't matter since gravity has no meaning in this game. You can leap up, down or sideways in complete safety and run around clinging to walls or the undersides of platforms.

Head-banging handbags

Screen guardians can move in the same way, so it's often very easy to forget that creatures lurking beneath platforms can simply walk up and over edges to appear directly in front of you (not nice). Nevertheless, *Cool Croc Twins* plays excellently; it is incredibly easy to get in to.



A screen is completed once you have smashed your crocodile's head against each of the scene's level indicators three times. With each Glasgow kiss, another bar of the indicator is illuminated until eventually the whole analyser bursts into life at once to a triumphant piece of music. When two of you play head-to-head, each of the indicators has six sections instead of three, and Punk and Funk must race to light all of their halves first. You might think that headbutting hi-fi equipment is easy, but for Punk and Funk it's made incredibly difficult by some very annoying creatures who follow them around, putting their lights out! Fortunately, these guys can be sent to meet their maker if you nut them one in the face (it's all a bit of fun really, honest!).



The Galleon of Long John Jackson. The arrows on this screen change the crocs' flight in the direction indicated, and then rotate 90 degrees.



Eskimoland. The green door needs three headbutts before it opens. It's also rather cool round here; so we dunno why you've got your shades on.



Shiny, happy reptiles. From the moment you boot up, things are instantly attractive. A cute intro leads up to the main options screen (groovy tunes play in abundance at this point) where you can either decide to play by yourself or with a friend in simultaneous, two-player mode. Then, after the first game, you're hooked!

What's up Croc?

Cool Croc Twins has been very well presented (you even get a free T-shirt in the box!), and fortunately has been very well written as well. A level return-code facility (which lets you skip all the bits you've done before) and the simultaneous two-player head-to-head mode make it a game which won't just get put away. Eventually it will lose its appeal because of the lack of variety or different screens. An in-built screen designer would have made it a brilliant package but as it stands, *Cool Croc Twins* is still very, very good.

Paul Tyrrell

Cool Croc Twins
Empire ■ £25.99

- Attractive, colourful graphics that have real character (Punk's 'game over' screen is particularly moving).
- Funkiest game tunes around which give exactly the right feel.
- Control methods are easy to pick up and work very well.
- Long loading time and extremely naff copy-protection system.
- Much lastability due to two-player game and level codes.

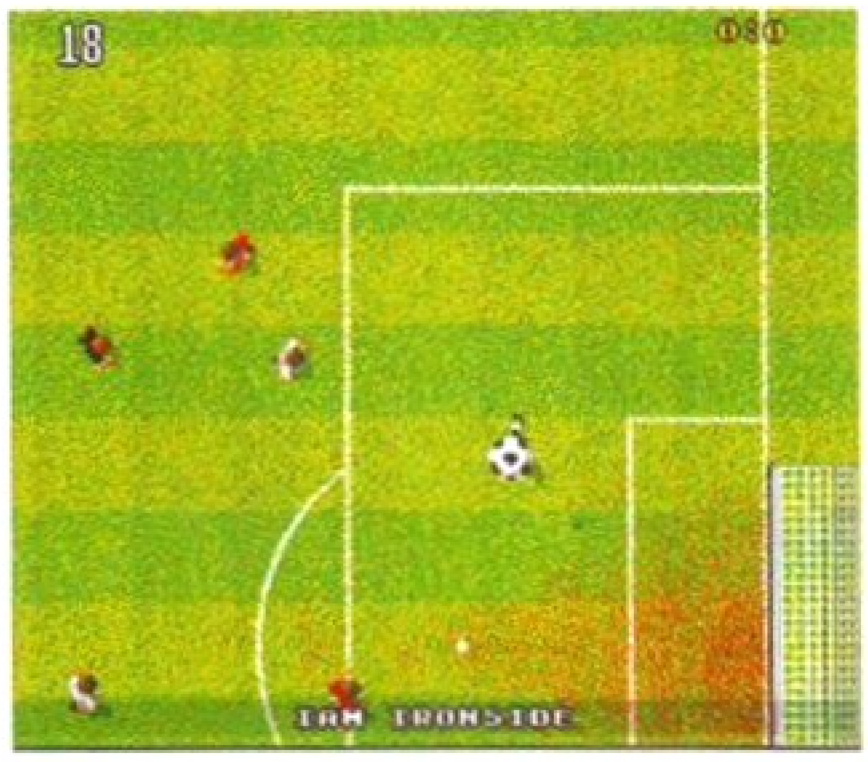
Amiga Format Verdict **88%**

Graham Taylor's Soccer Challenge

Big sporting events are quite often responsible for the release of quite a few computer sports games. This year sees a number of athletic-style games to coincide with the Olympics and the European Soccer Championships have prompted the appearance of a number of soccer games. Krisalis haven't missed the bandwagon either, with their Graham Taylor-licensed management game.

As England fans will have noticed, Graham Taylor's boys didn't manage to do the business in the European Championships, being knocked out of the first round! However, if you think you can do better and urge your team through a victorious season, you now have the chance to try.

You are placed in the driving seat of a hopeful third-division side trying to break through to the higher divisions (and win one or two cup matches to boot). As well as the usual



A noble attempt on goal by the lad Sertori, but Ian Ironside pulls it out of the air at the last minute.

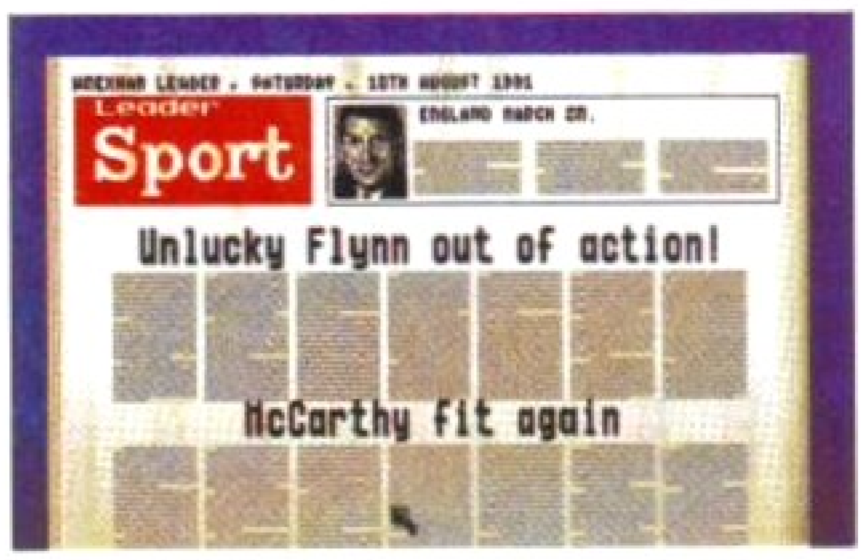


picking of team members and organising of training, you also have to do some nifty dealing to keep your side together. Teams of scouts can give you reports on other teams and players, allowing you to keep tabs on the players worth investing in in the transfer market. For some extra talent, there is also a squad of trainees, who must be watched and contracted into the side if they are up to it.

Graham Taylor's Soccer Challenge is a very slickly produced footy manager game, with more options and features than your usual management sim. Even though there is a lot of game content, the game still manages to offer a lot of smooth presentation to keep you interested. The match-day sections are well done, replacing the usual tiny, badly-animated sprites with some very nice-looking football. There is even a match report at the end of the game in authentic reproductions of the sports page in local papers.

Although the game is not exactly *Player Manager*, it's still a worthy attempt. If you're a budding Graham Taylor, then this could have you plugging at the league for some time. Just remember to put three men up front when you're playing Sweden!

Maff Evans



After a brutal barging tackle, Flynn has to take an early bath and sit out of the game for the next few weeks.

Graham Taylor's Soccer
Krisalis ■ £25.99

- An involved and in-depth example of the good old footy management simulator.
- Some really nice presentation, graphics and intermission screen make the game look very slick indeed.
- A few confusing factors may baffle the novice, but hardened players will find it fun.
- A sterling attempt to add new depth to the football simulation genre.

Amiga Format Verdict 82%



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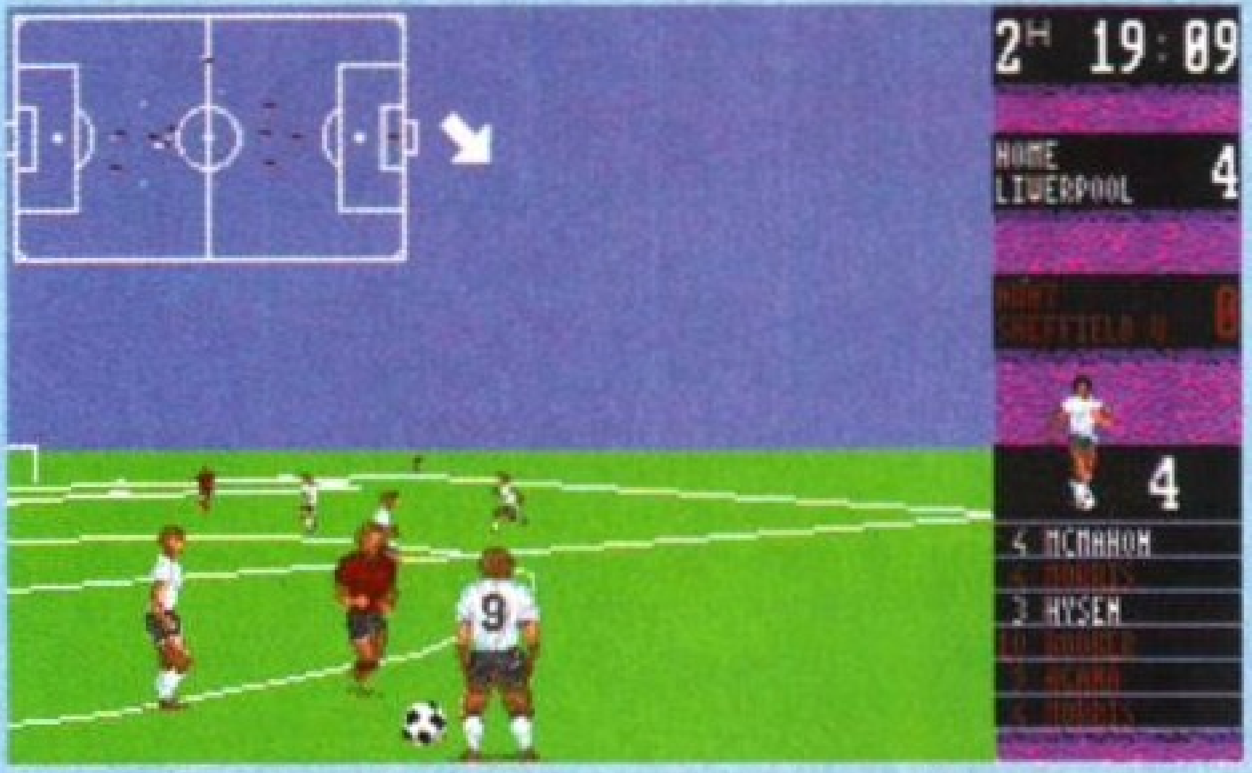
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FutureWorld computers



First-person perspective football games might sound like a good idea, but playing *Football Champ* is enough to make your stomach turn.

Football Champ

Simulmondo ■ £25.99

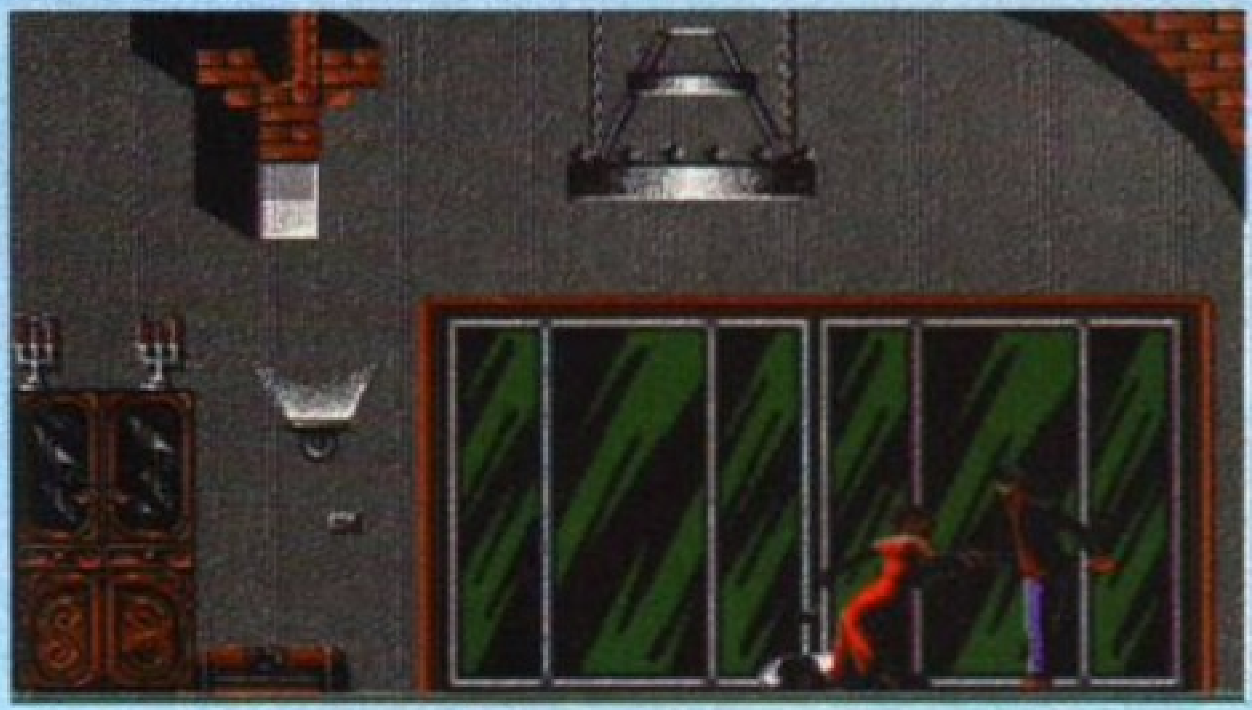
Remember *I Play 3D Soccer*? Well, in their almost obsessive quest to make the ultimate 3D soccer game, Simulmondo have gone a step further. Now, instead of just viewing the pitch from one angle, you rotate the whole world around your player.

The effect is impressive as vectors and sprites are scaled and stretched to create a convincing pitch environment. Unfortunately, the game is practically unplayable: it's almost impossible to keep track of what's going on and you can't instantly swap control from one player to another. This leads to an overwhelming feeling of disorientation.

There's a comprehensive tactical and team management aspect to the game, but when it plays as badly as this, who cares?

Steve Jarratt

Verdict 40%



He's a comic book hero and playing his game makes you think you're reading one. We've seen pages turn quicker than these graphics move.

Dylan Dog – The Murderers

Simulmondo ■ £25.99

Poor old Dylan *Dog* (a man with a miserable childhood, no doubt) is, apparently, the star of the 'No. 1 Italian comic book'. Our hero has had the misfortune to attend a party at which everyone goes barking mad and tries to maim everyone else. Mr Dog's task is to suss it all out and be the hero.

Fat chance. Dylan strolls around this flick-screen 'whodunit' as if hunting for his car keys, rather than the forces of evil. Every time you enter a new screen, the game pauses, displaying a little picture to keep you entertained.

The high point of this adventure comes when Dylan bumps into other party-goers. Unfortunately, the ensuing hand-to-hand combat is totally naff.

If the comic book was as slow and tedious as this it would soon be heading for treble figures in the comic charts.

Steve Jarratt

Verdict 42%

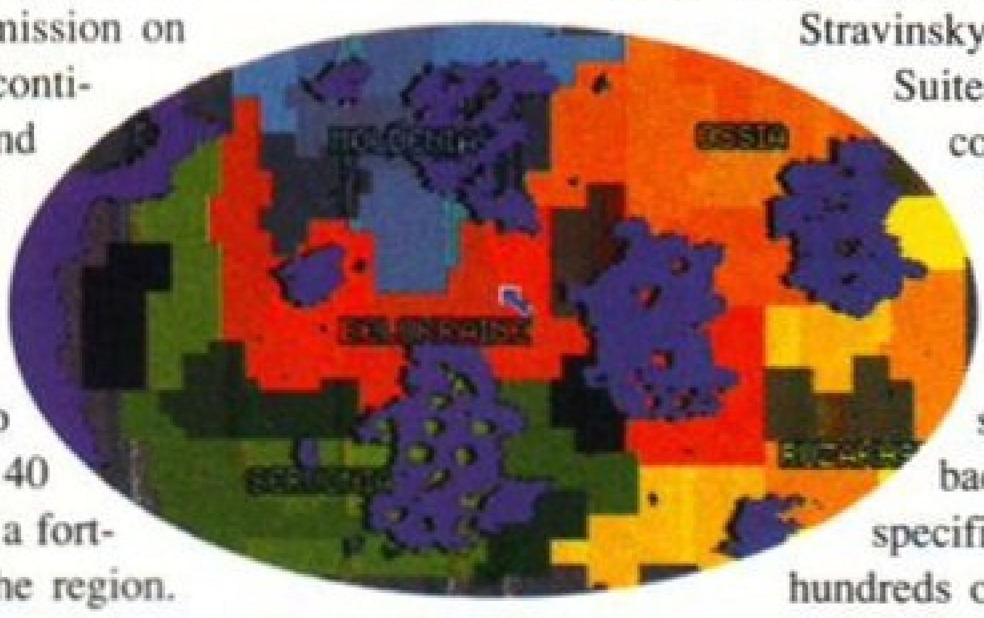


Welcome to the sunny Confederation of Syndicalist Republics, where the mushroom clouds are the only things that are likely to obscure your view. Curfew is at six o'clock, and all the shops are shut.

Ashes of

Can you cope with a country in strife? Become a Gorby protégé in this topical strategy game.

The General, sighing, threw himself into his pilot chair and rested his feet on the console of the flying sub. He cursed under his breath. What had made him accept the UC mission on this hellhole of a continent? A moribund empire in its last throes, its nationalities on the brink of war. Strikes and social unrest in so many of the 40 provinces – and only a fortnight left to pacify the region. If he failed, nuclear missiles would be let loose setting the earth on fire. Suppressing a shudder, the General pointed his craft towards Liman, where his supporters would be waiting...



Roll up! Roll up! Pick a province. Every one a winner (or at the very least, an opportunity for combat).

Lethal Pursuit

Have you solved all the puzzles? Saved dozens of worlds? Done it all? Try *Ashes of Empire*! Mike Singleton's latest strategy-cum-3D-action piece asks no less of you than to single-handedly manage the resources and defuse the explosive ethnic mixture of a vast empire torn apart by social strife.

You have to work your way from a border province to the heartland, visiting strategically important places to gather a band of supporters. With sufficient stocks and resources, and the backing of five nationalities and a strong team of engineers, administrators, the military and medics, your goal is to try to pacify a continent. A handful of weeks stand between you and the spark that will ignite nuclear holocaust. Are you up to the challenge?

Don't be daunted by the prospect of deploying endless streams of troops. You operate in a meticulously-designed scenario (aptly underlined by different movements of Stravinsky's dramatic Firebird Suite). You are welcomed to the region by a fine layout of icons on a set of fractal maps, which are divided into six stages. Location backdrops provide specific information and hundreds of individual character portraits. Once you are familiar with the choices, the interface might be too straightforward for some players.

For convenience use the mouse to click your way through decisions via icons (each action takes a certain amount of time) and steer vehicles with your keyboard or joystick. The 3D movement and battle scenes, refined since their appearance in the two *Midwinters*, add an element of immediacy to the predominantly static-screened game – a fine alternation. Movements are fluid, with that uncanny realism typical of Mike and his team (by all means, do some diving just for the fun of it!). Maps, on the other hand, do need time to load, favouring owners of RAM expansions. Still, *Ashes* is playable on small Amigas.

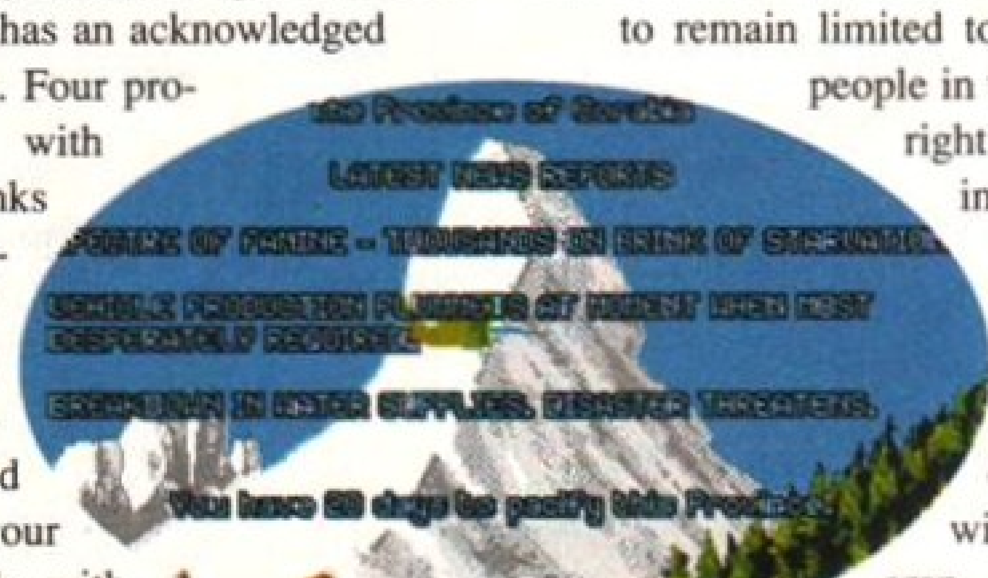
Woo, trick or pacify people into helping you. Each character you wish to recruit needs specific treatment, these are represented by a choice of eight behaviour icons. People come and go as they follow their daily routine, so be prepared to have missed the constructor general at the works by just an hour.



Screaming along in your fighter, you're bound to attract the attention of the die-hard totalitarians. For every enemy you vanquish, a few more 'undecided' voters make the change to your side.

Empire

The Confederation of Syndicalist Republics (CSR) comprises five republics with about eight provinces each. Overlying this geopolitical grid is a finely-structured social one. Geographically scattered all over the empire, five nations with a president each vie for supremacy. Every nation is split into four ethnic factions, and has an acknowledged leader, the governor. Four professional classes with various internal ranks belong to each faction. As a General and special envoy of the world organisation the United Community, plan your steps well to juggle with the delicate situations within a narrow time limit.



Subjugation is such an ugly word, Mr Bond. We prefer to use the far more innocuous term 'pacification'.

You must liaise with representatives of the groups on as high a level as possible. You can befriend them by supplying vital resources specific to their situation and location, they will eventually pledge support and gain you votes. They will help you with transport, ammunition, information on various locations (which will be displayed on your maps in increasing detail) or even help you sabotage military installations to force peace, if necessary. Occasionally, you will even gain yourself an extra day or two.

United Nations of Singleton

Ashes impresses with the sheer multitude of individual characters, landscapes and possible encounters. Unlike action orientated predecessor *Flames of Freedom*, cross-country chases and 3D battle scenes can be reduced to less than a third of the entire game – if the player so wishes. Of course, a large number of vehicles are available, ranging from a flying sub to a cargo plane. The General can romp around to his heart's content above or below sea, on the ground or in the air in a host of craft.

However, the attractive presentation and comfortable interface cannot disguise the lack of depth in the gameplay itself. While the background is vastly expanded on in the excellent manual, the actual in-game options seem to remain limited to talking to the right people in the right places at the right time and (al)locating resources upon demand. Encounters remain abstract and somewhat superficial. The subtleties of higher diplomacy will be missed by veteran strategists spoilt by the Koei range or by *Balance of Power*.

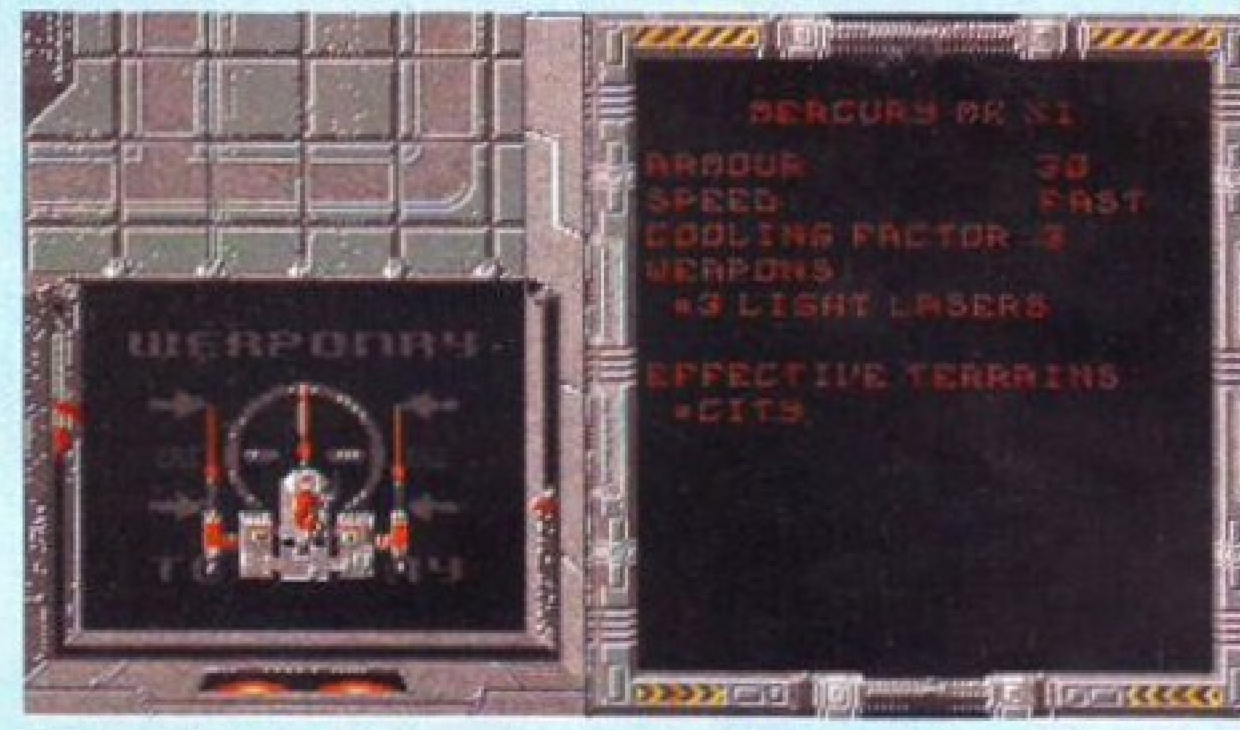
It's a challenging mixture nevertheless, and it comes highly recommended to all those deterred by dry tables and endless menus, but with the mettle to solve problems under pressure. For players with a keen political interest, it's a must!

Eva Hoogh

Ashes of Empire
Mirage ■ £29.99

- Intriguingly well-researched scenario.
- Beautiful graphics and beginner-friendly interface, tutorial video enclosed.
- Becomes ever so slightly repetitive once the principle that establishes the right course of action is discovered.

Verdict 85%



Machine fights against machine in *Steel Empire* and thus no blood is ever spilt. But cash is your life-line and everything costs money.

Steel Empire

Electronic Arts ■ £29.99

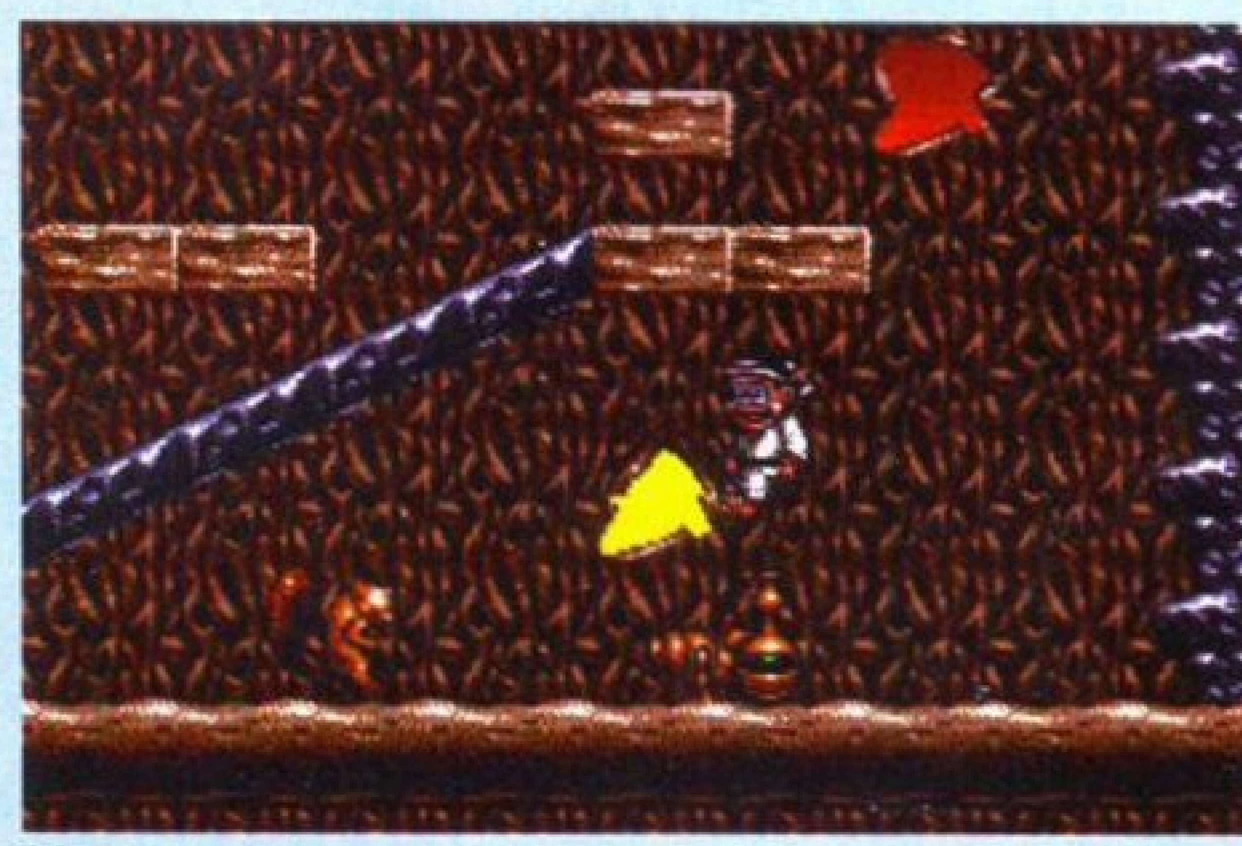
A laudable attempt to combine strategy war-gaming with arcade action. It pitches you against both human and computer players, offering a variety of tactics and strategies for global domination. Your conquest commences with a large map, which you attempt to spread yourself around. This section of the game sets up the combat which inevitably follows.

Once your robot armies are thrown together in combat, it's down to your arcade skills with a plane-view scrolling shoot-em-up. Shoot them first and you win the territory; fluff it and you've lost a robot-team.

And that's it, until someone (or something) dominates the whole landscape. War-gamers will hate it because of the arcade element; arcade-junkies will find the the strategy sections boring.

Steve Jarratt

Verdict 63%


The latest cute Japanese-style samurai is *Dojo Dan*, seen here going about his daily business of leaping over ancient Shinto artifacts.

Dojo Dan

Europress ■ £25.99

In order to vanquish the evil Valrog, Dojo Dan must first traverse his way through 20 massive levels full of platforms, puzzles and pick-ups. This is a computer game which thinks it's a console cartridge: fast, very pretty, joystick-friendly and dead playable.

The huge levels really do sprawl, taking some exploring just to find their boundaries, let alone the exits!

The problem with *Dojo Dan* is the constant and unrelenting attack you come under from all manner of creatures. Dan must be a very unpopular bloke, because every living thing in the vicinity has come out to hit him, throw things at him or just get in the flippin' way. And it's this incessant barrage which eventually makes it grow tiresome. Great if you like your games packed to very the brim with hassle.

Steve Jarratt

Verdict 80%

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Amiga 600	N/A	£399.99	£359.99	N/A	£379.99	£369	£364.95	£349.99	£399.95	£399	£345
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Progressive Peripheral 68040 Accelerator card for A500	Captain Diamond scoured the pages of every magazine he could lay his hands on and unfortunately he could not find any other supplier who felt technically competent enough to retail the amazing 68040 product, so if you want to speak to the experts speak to Diamond the largest Amiga dealer in Northern Europe.										£725

If you bought CDTV and are now living to regret it read on

"..Commodore made multimedia available to the masses with the Dynamic Total Vision (CDTV), but it looks set for dinosaur status in the light of Philips' impressive Compact Disc-Interactive (CD-I). Chris Cain's (Senior Staff Writer PCW) comparison of the two systems gave him the best hardware experience he's had for five years...."

Personal Computer World July 1992

Did you bet on black and it came up red?
Did you buy Betamax when everybody bought VHS?
Have you booked your summer holiday in Yugoslavia?
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Well don't worry we won't take the micky anymore because your not the only person who fell for all the hype, but don't panick, Captain Diamond as always is here to save the day. You can bring your old CDTV into any branch of Diamond until the end of August and we will give you a brand new all singing all dancing CD-I system for only £449

John Barnes European Football



OK, so John Barnes didn't make it to Europe and he might have made all the difference. Why not relive the whole dreadful experience with *John Barnes' European Football?*



The European Football Championships are over and we lost again, nothing new there. What a disaster! It's enough to make you run out into the street and burn your collection of footie games as a public statement. But before you do, you'll want to know whether or not *John Barnes European Football* is worth buying, just to make the bonfire complete.

It must have seemed like a good idea at the time, when Krisalis decided to go for good ol' Johnny as their choice of front-man for their European Championships tie-in. Now they must be bicycle-kicking themselves in disgust, and not just because we got knocked out of the running – poor old Barnsie didn't even make it on to the plane to Sweden. Thanks to an unfortunate injury, just before the Championships started. This leaves Krisalis with more egg on their faces than that nice Mister Major chappie.



You can choose your home team from the eight contenders for the European Cup, but if you choose Yugoslavia, you're not allowed to play.

John Barnes European Football is a no-frills, bash-the-ball-around football game, and not a lot more. Essentially a revamped version of *Manchester United* with an improved pitch and slightly better graphics, *John Barnes* looks like a cynical marketing ploy to relieve you of a bit more of your hard-earned dosh in the name of football.

Sick as a parrot

There are a few improvements which make the game a little better than its predecessor. Arrows underneath the players make sure you know which way you should be kicking, and the noise of the crowd adds a fair helping of atmosphere. But overall, the experience is disappointing. Instead of the lightning-fast mega-heroes you expect to be controlling, you're given a bunch of virtually indistinguishable geeks (with the exception of Barnes himself) who react like they have semi-hard concrete in their boots. There's also a strange tendency for your players to move faster across the pitch from wing to wing which completely ruins any chance you had of reclaiming the ball in open ground. All you need is one Swede to come running along and they're off with the ball like a shot.



Team tactics may be a foreign phrase to Graham Taylor, but to *John Barnes European Football*, they're everything. Remember to play all 11 men up front when taking on Sweden.



The performance of your goalie isn't much better. Try a pass-back manoeuvre from just outside the box, and your gloved guardian leaps into the air accompanied by tumultuous applause from the audience. Why? Maybe because Krisalis weren't expecting you to play real football, perhaps?

You have a few options which you can select at the beginning of each game. You can vary the playing length from 10 minutes to the full hour-and-a-half, or change the weather. Setpieces, like free-kicks and penalties can be disabled if all you want is continuous ball-on-foot action. The silliest option has to be the one which lets you control only Barnes: from then on, the game becomes ridiculous. The camera stays with the ball, and Barnes's position is marked on the scanner in the same colour as all your other players, so it's virtually impossible to tell where he is.

Jerky, badly-animated sprites combine with poor ball control to make life even harder for the football aficionado. The small view of the pitch is not large enough to set up any really good passes, and even when you aim a free-kick at one of your own blokes, he usually runs away as soon as the ball is kicked. Frustration reigns supreme, and you'll be shouting at the screen with the same amount of agony that you probably used when you watched the real matches on telly, so in that respect, *John Barnes European Football* is accurate. But gameplay fun, it certainly isn't.

The goal-mouth action is pretty limited, but then so are the skills of your goalie. He's got two left feet and hands like a princess.



Sing when yer winning

It's difficult to work out which is the biggest travesty – England's performance during the ill-fated European Championships, or Krisalis's *John Barnes European Football*. With so many top-rated footballers England had no excuse to be playing so badly, and with so many top-rated football games around, Krisalis have no excuse for releasing this dog. They can't be blamed for Barnes's injury, but they sure as hell carry the can for this lousy offering. If you only buy one football game this season, make sure it isn't this one. Oh, and Barnsie - get well soon mate, it looks like we'll need you more than ever.

Neil Jackson

John Barnes Football
Krisalis ■ £25.99

- Poor animation and sluggish game controls.
- Almost as sad as the real thing.
- Smacks of a quickly brushed-up version of *Manchester United.*
- You'd be better off having a quick kick-about in the park.
- A cynical cash-in to scoop up some dosh from the Euro footie-fanatics? Surely not?

Verdict 42%


BAD
NEWS FOR HEDGEHOGS
ZOOL
© Zool ©1992 Gremlin Graphics Software Ltd. Trademarks pending
From the darkest corner of the Nth dimension, comes the hippest cosmos dweller ever to take centre screen. ZOOL-Ninja alien and righteous dude is on his way. Hedgehogs beware!
“Gremlin have produced a masterpiece.” Amiga action 96%
“Fast, action-packed, challenging and highly addictive” The Sun
COMING SOON ON: AMIGA (1 MEG ONLY) AND ATARI ST
GREMLIN
GREMLIN GRAPHICS SOFTWARE LTD, CARVER HOUSE, 2-4 CARVER STREET, SHEFFIELD S1 4FS.



If it's fast-animating graphics and impressive sounds you're after, you're probably safe in giving *Dreadnoughts* the heave-ho.

Dreadnoughts

Turcan Research Systems ■ £31.99

Dr Peter Turcan has a reputation for building solid war-games based on complex mathematics. *Dreadnoughts* takes his work a bit further, and is based on naval warfare from the early twentieth century. No planes, no missiles, just huge great guns and armour plate.

Most of the graphics consist of naff, lo-res 3D views. The core of the game is ordering your flagship and others under your command to manoeuvre and shoot at the enemy. Type the command wrong and it's like playing *Colossal Cave* again.

Brave and different, *Dreadnoughts* is a text adventure disguised as a war-game. Great if you've a vivid imagination and an interest in the subject, but I despise it. You can't edit battles, and new sets are £17 a time. I prefer pen and paper battleships.

Pat McDonald

Verdict 45%



At the 38th Parallel the United Nations forces meet the Chinese counter-attack. *Conflict: Korea* may look a bit blocky, but it's a storm!

Conflict: Korea

US Gold/SSI ■ £34.99

SSI have been doing war-games for absolutely years, but they are always computer versions of board war-games (the ones with lots of little counters and dice) so I wasn't expecting much from this offering.

The game is set during the Korean war, which is a new era for me so the novelty helped. Three different variations can be played, and a future mid-Nineties one too. The aerial dimension is good, different air forces can be sent on different tasks. It has to be said that the Communist air force is more of an idea than a threat, but aerial play balance isn't in evidence. Bomb them Reds!

Lay on top of this an excellent point-and-click interface, fairly fast screen update, lots of options to change the land war play balance and it makes for a fine war-game. Nothing new but better than other recent SSI releases. And it multi-tasks!

Pat McDonald

Verdict 70%



Even hale and hearty adventurers need a kip now and then. The inn is the place to do it safely. You can also catch up with the "blah blah secret bomb" type gossip here, or just get drunk.

Ishar – Legend

Is *Eye of the Beholder* the limit for role-playing interaction? *Ishar* proves where there's life there's hope.

Wasn't *Ishar* that awful film with Warren Beatty and the short guy? No indeed, that was *Ishtar*, and it had lots of camels in. *Ishar* has a noticeable lack of camels, but lots of scenery.

Remember a game called *Crystals of Arborea?* Probably not – it wasn't very good. Anyway, this is the sequel, and the plot is something like this: the land of Kendoria (formerly Arborea) has been plunged into darkness... evil ruler called Krogh built fortress... called Ishar... go and kill him... etc.

Thus you find yourself alone in some pleasant countryside with just a sword in hand and a shady figure off in the distance. Your aim is threefold: to find some other stout adventurers, to find out what the hell you're supposed to be doing and then to do it. Easy.

Character acting

Ishar is pretty much a standard role-playing game. You wander around the landscape, recruiting characters (for some reason every character in the game is very partial to the phrase "Warm tear" as a greeting or farewell), finding objects, killing monsters and getting clues. Sub-quests lead you on further to your final goal of getting into Ishar and killing Krogh before he does any more damage.

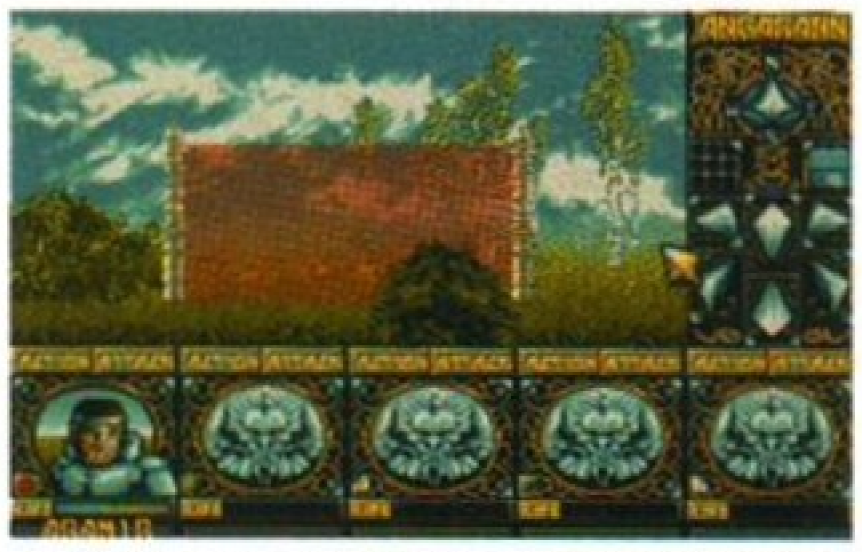
Wandering around the countryside by means of *Dungeon Master*-like movement arrows, you inevitably encounter other characters. These can be recruited, but only after a vote from the rest of your team (assuming you've got a team) – if they don't like the new addition, they're out. The characters have the usual attributes, like strength, spell-casting ability and experience.

But there's more to the characters than that. They each have their own psychology, so friendships may form between them. If you want to get rid of a team member, you've got two options: dismissal or murder. If the character in question is a good friend of the other team members, then they'll vote against you and you're stuck with him. You could just do him in, but then if one of the other characters is the dead one's friend, he may very well attack the murderer. It's a delicate business, and some parts of the quest depend on this interaction.

Most of Kendoria is countryside, but there are towns here and there. Wherever you are you usually find some odd but interesting-



You'll soon find yourself in a village talking to this old man who seems to do nothing but sit at one side of the screen in his minimalist house. But he has some important information.



The Kendorians often relax with a game of tennis, hence these courts scattered around the land. Er, no, all right, they're teleports actually. (The Kendorians are actually more into golf.)



Wander into certain houses and Derek Smalls of Spinal Tap pops up to ask if you want to go on a training course to improve your strength, spell casting or intelligence.

of the Fortress

looking places to visit, which may be private houses, inns, training grounds or shops. The latter are useful for stocking up on spell ingredients such as Gargoyle Claw. These ingredients are mixed in certain doses and arrangements to form a spell, though the magically-capable character has to learn the spell by training before he/she can use it. Spells range from the crap, like Sleep, to the frankly god-like, like Resurrection or Repulse (sends opponents to Hell).

Happiness is a long hike

Ishar! (Bless you). The sum of *Ishar*'s parts is definitely more than its whole. While no aspect of the game is really more than just above average, they blend in a very pleasing way to make up a wholly enjoyable game.

Anyone who's dabbled in the murky RPG waters before should feel very comfortable with the decidedly non-radical control systems used. This can only be a good thing – instead of struggling with the icons you're struggling with the puzzles and monsters.

The graphics really are quite gorgeous, and they look better and better as you continue playing. Apparently there are 20,000 locations and 160,000 views. While we're on the statistics, there are also 30 characters, 150 enemies and 40 possible spells. While all this hugeness adds to the game it does mean you spend large amounts of time trekking round the Kendorian countryside. Still, at least the graphics are worth looking at, and there are some pleasant samples to be heard.

Apart from its unnecessarily inflated price, *Ishar* is a solid little game with lots to offer. Kendoria needs you. Go on, help them out – they'll love you forever. Warm tear!

Ed Ricketts

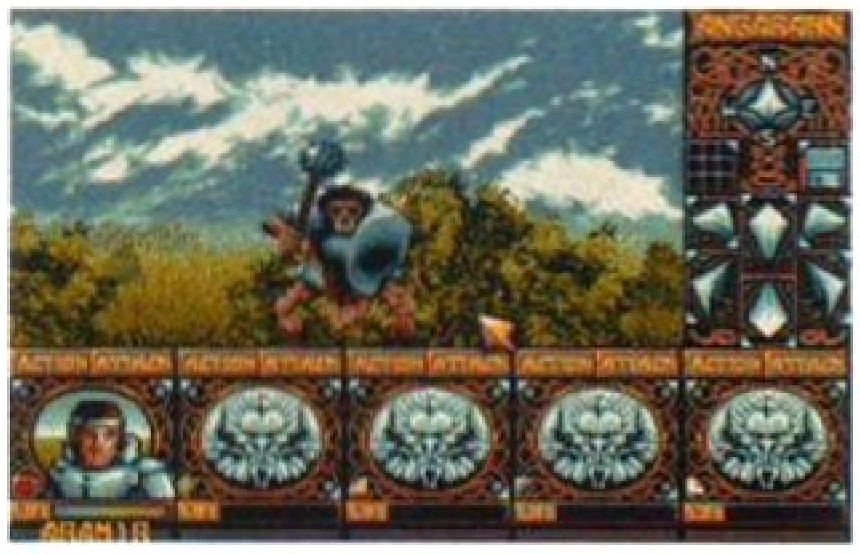
Ishar
Daze Marketing ■ £29.99

- Detailed and colourful graphics – trees actually do look like trees...
- ...but they mean the screen update can sometimes be on the doddery side.
- Character interaction really has been developed to be meaningful here.
- Enough RPG nonsense to satisfy the hardcore players, but not so much that you need a doctorate in D & D to play.
- Orientation is sometimes difficult – much wandering needs to be done.

Amiga Format Verdict 76%

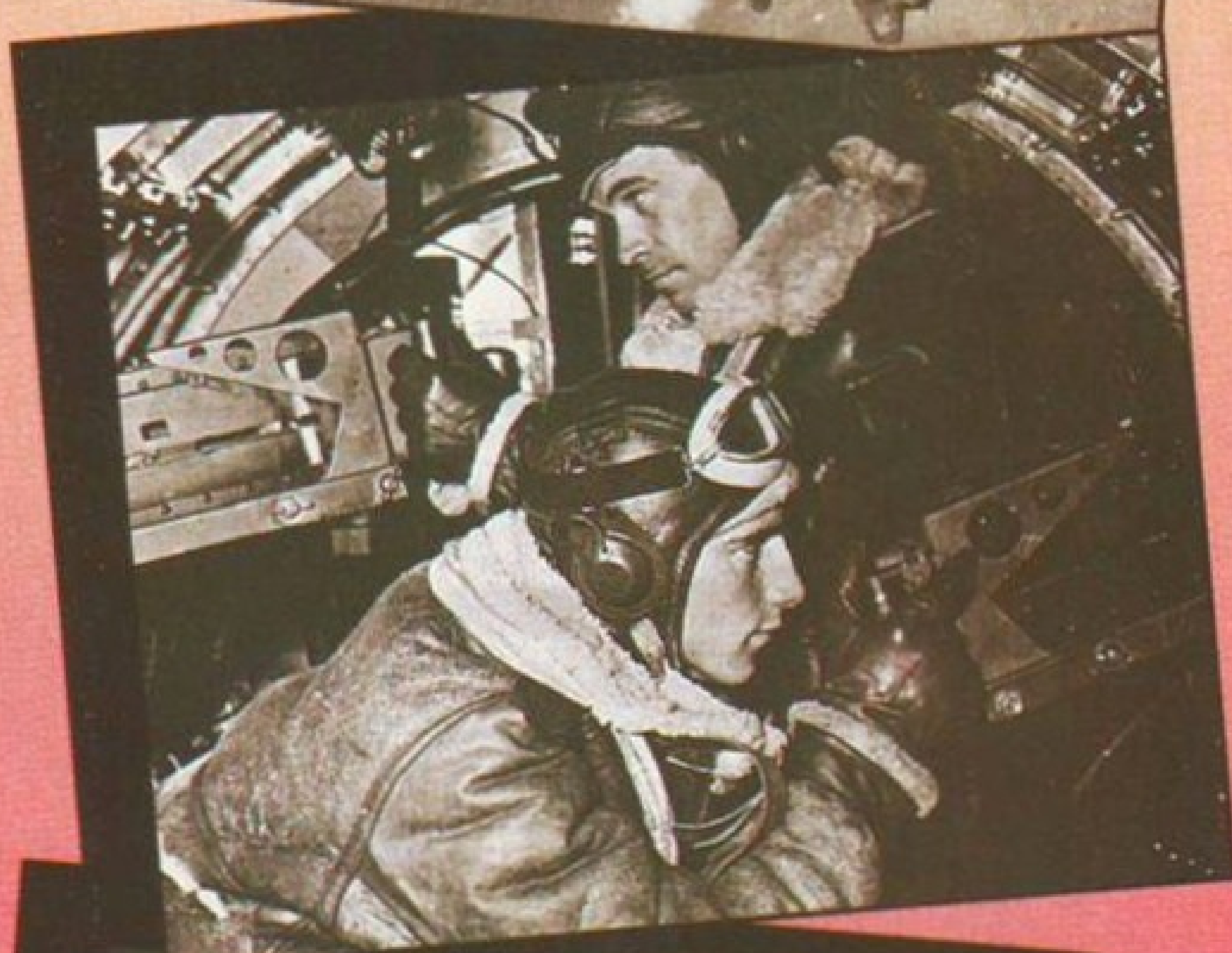


In the shops, the mad French shopkeepers are always willing to sell you any old rubbish they can. 900 pieces of gold for Salamander Oil? Blimey, that's the Euro free-market for you.


What would an RPG be like without plenty of these, eh? At the start, when there's just you and your sword, the monsters aren't worth more than three whacks to the cranial region.










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Hostile Breed

Following the success of *Apidya* and *Sim Ant*, insect-related games are back in vogue, or so it would seem. And Palace's release is no exception, pitching you against hordes of insect-nasties in a deep-space moonbase, but it has a few other elements which make it something more than just another blast-em-up.

Hostile Breed combines all the excitement and action of a shoot-em-up with the strategy elements you'd expect to find in a simulation. The chief element of strategy centres on the base complex where you find yourself on the receiving end of a massive invasion. The whole complex requires careful controlling and programming or it just becomes a liability.

The eight-legged moonbase has just been through an earthquake which has cracked the walls. Insect aliens are pouring through these breaches by the dozen, heading towards the control room. If they get there, all hell will break loose, and your game will be over.



Living on the ceiling is the normal way of life in *Hostile Breed*. Why run into trouble when you can zoom along over the top of it. Ooo! The suspense is unbelievable – dodging insects and protecting your robot protégés. It's enough to make you get airsick. Still, it beats hanging around just waiting for things to happen.

Shuttle service

You're provided with a nifty little shuttle craft which you fly down the wings of the moonbase. You can attach it to a special monorail in the ceiling and whiz off down the corridor at high speed. The shuttle is armed, but at first it's not exactly bristling with hardware. You need to build this up later using the base's production facilities.

In the central command centre, you have five departments under your control: the reactor, the production line, the hangar, the base-defence system and the computer terminal. The most important is the reactor, because it demands careful handling to prevent it exploding. It's down to you to balance the levels of power required around the base complex. If you overload it, you're history.



Deep in the central complex, your gunner controls the base's internal defence systems. They're helpful when you're in the thick of it, but they don't half bleed the reactor's power.

The production line is your only hope of restoring order. It creates a supply of robots which trundle along fixing holes, mending cables and putting new rails in the ceiling. You've got to decide how many robots to put in each wing, and sort out what jobs need doing most urgently. But it doesn't end there; robots get attacked by aliens, so you have to fly in and protect them.

In short, *Hostile Breed* is an eight level shoot-em-up, but it's laid out in such a way that you can get to any level whenever you like. The control centre is a vital piece of the jigsaw, and devoted shoot-em-up fans might at first find this a bit too much for them to handle. But the principle is pretty simple and it only takes a few minutes to suss out what you need to be doing.

A breed apart

Apart from the redeveloped shoot-em-up idea, there's not really much that sets *Hostile Breed* apart from hundreds of other shoot-em-ups. The 'in-between' scenes and the death-screens are pleasing, but not great, while the in-game sprites are vaguely cartoon-like. The sound effects are raunchy enough, but there aren't quite as many as you'd probably like to give you the real atmosphere. This isn't quite made up for by the powerful intro music, which is a good deal better, but still not quite enough.

You have to hand it to Palace, *Hostile Breed* is not your ordinary shoot-em-up, but it's questionable whether you'll get that much more out of it. If you want a bit of 'think' with your 'shoot' and you're opposed to mindless violence (but not plain ol' everyday violence), go for it. You'll enjoy it.

Neil Jackson

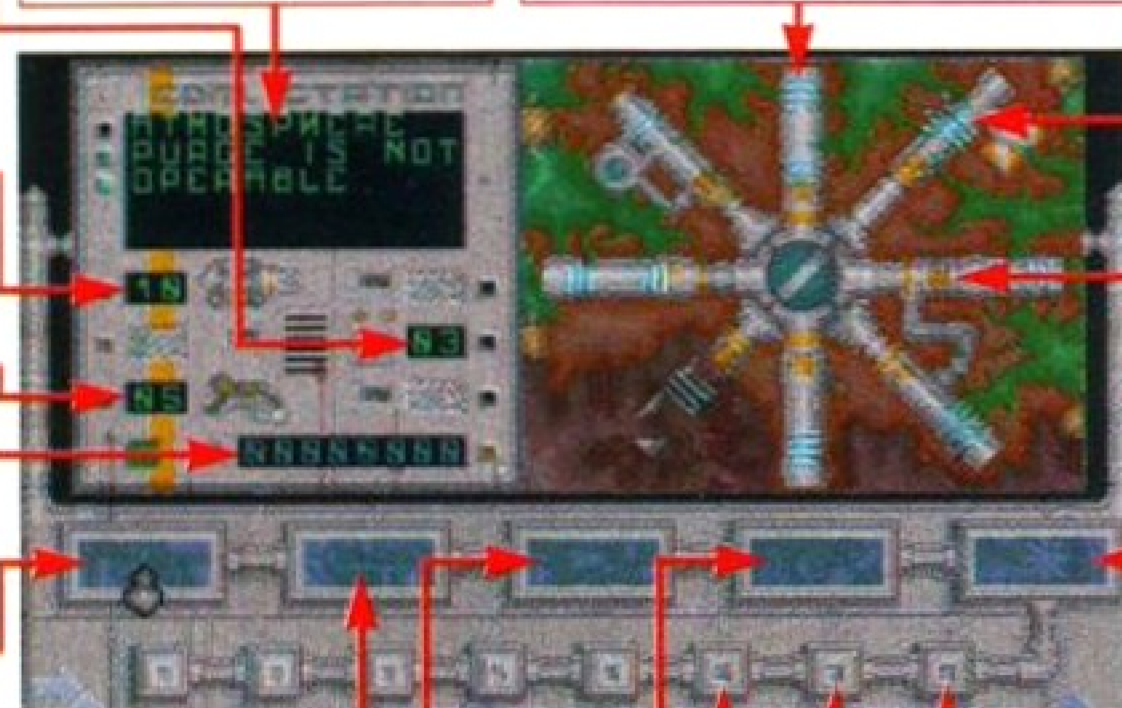
TAKE CONTROL IN A HOSTILE ENVIRONMENT

Number of batteries: Batteries are used on special landing pads where you may find extra guns and grenades.

Communications Window: warnings appear here, informing you that robots are being attacked, or the reactor is overloaded.

Alien Position Indicators: a blue line equals a screen-width of aliens. The more lines, the more aliens in the wing. The longer the line, the more aliens there are in that screen-width.

Breach Detector: Radar cross-hairs zoom around the base, showing you where the holes are. Block the holes; less aliens.



Breach Damage Level: number of robots needed to block up the holes.

Lives: you start with five. **Score:** each alien is worth a few points.

Reactor: click here to move to the Reactor Control screen.

Control Centre Bulkhead: the yellow lines show the barrier between the central complex and the wing.

Computer Info System: click to access the moonbase's database. You need to make sure all the electrical cables are all right.

Robot Production: click here to move to the Robot Production line where you build the repair robots.

Shuttle Hangar: click here to move to the shuttle deck where you can fit extra weapons to your craft.

Defence Systems: click here to the Defence control room where you operate the base's in-built insect-repellent systems.

Wings 1-8: click on one of these to move on to the shoot-em-up, and fly your craft down the moonbase.

Hostile Breed
Palace ■ £25.99

- A good combination between shoot-em-up and strategy.
- A bit bewildering when first playing, but it soon begins to wear off.
- Tends to get a bit repetitive once you've cleared a wing or two.
- Makes a change from the usual run-of -the-mill arcaders.
- Plenty of action, but perhaps a bit too much management too.

AMIGA FORMAT Verdict 78%



Vatutin's 28th Russian army, poised to slam south east towards Kharkov. Clinging onto bastions is a sure way to lose a mobile war.

Panzer Battles

SSG ■ £25.99

This looks like a typical war-game: lots of counters to be clicked on and moved around a map, right? Wrong. It's a strategic war-game, which means you can't control each individual unit precisely – units do their best to follow orders but keep an eye on their situation.

Panzer Battles **models scenarios exclusively on the eastern front during WWII. You play either the Germans or the Russians, commanding vast corps and armies split into many sub units. The dramatic weather of the Steppes takes its toll on both sides.**

Six scenarios are included as is an editor for making your own. It's got lots of rough edges (the file requester is terrible) but it feels original, has pace and gives a feel of real military command. Definitely recommended if you like the period.

Verdict 69%

Pat McDonald



The settlers tend to wander about, gathering local produce and storing it in the colony warehouse for transportation to the markets in Europe.

Discovery

Impressions ■ £29.99

Following in the steps of Columbus? Well he didn't walk across the Atlantic did he? This game places you as a European power trying to rip off the New World as economically as possible. You go broke, game over. Quite an innovative theme.

You have four opponents who make life tough, and there's five extra scenarios for those who want to discover real new worlds. Cutesie but blocky graphics of settlements, soldiers and ships help add life to what is a management game. The map is just a wall of fog at the beginning of the game. Sending out ships to found colonies (preferably with lots of local resources) is just the start of a quite engrossing little game.

The controls are fiddly and buggy. The manual is flash but useless for learning how to play the game. For the patient, it can be absorbing, but it lacks pace. Not a patch on *Pirates* for playability.

Verdict 72%

Pat McDonald



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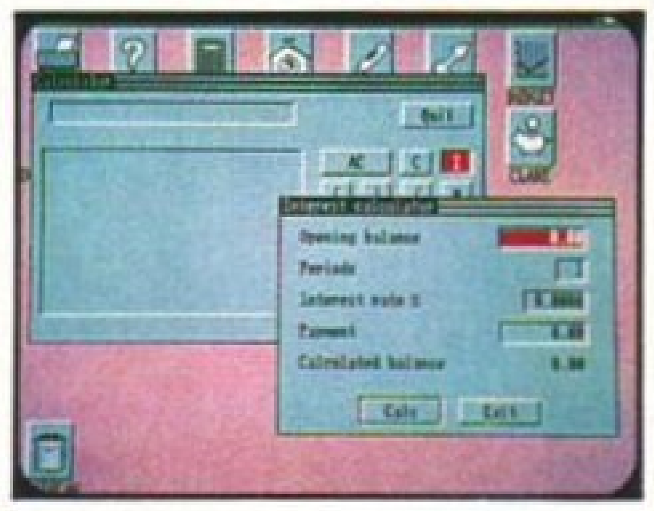
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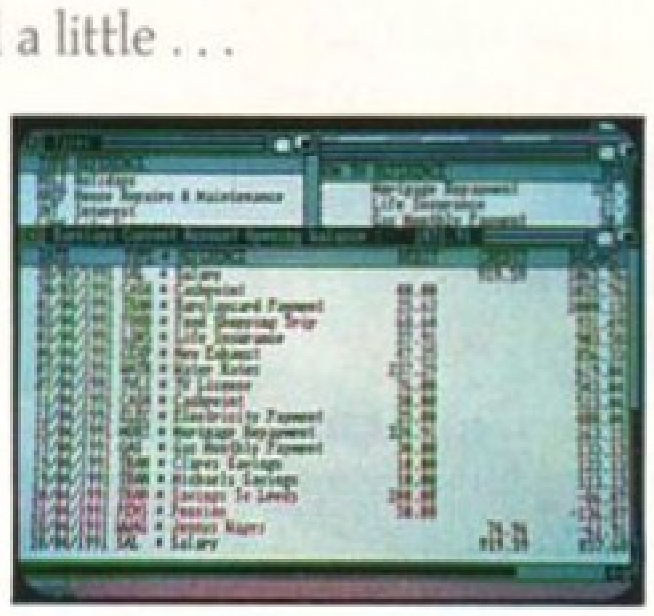
Some of you didn't like the restrictions on the number of income accounts, expenditure types, and transactions. So we removed them.

Some of you wanted more graphics, so we added pie charts, scatter and line graphs. We thought we'd better smarten up the bar graphs, so we added 3D effects, stacking and overlaying, and we made sure you can print them.

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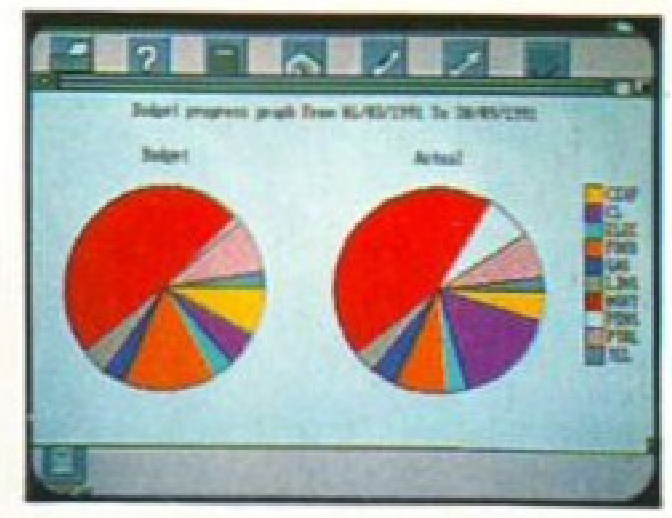


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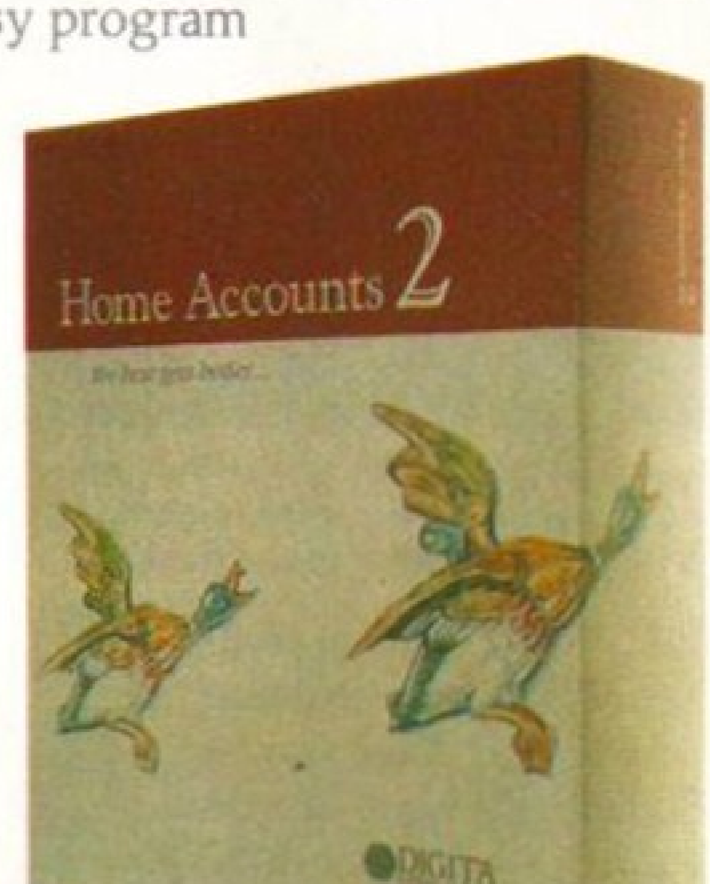


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Aquaventura

Since the dawn of the 'Amiga era', Psygnosis have managed to impress time and time again with their innovation and quality game design. We now expect to receive an audio-visual treat whenever we pick up one of their glossy, black boxes. However, too many Psygnosis creations have fallen short of the mark due to poor playability. *Shadow of the Beast* is a prime example of this 'art-before-gameplay' syndrome; it looks great, but it's just too hard!

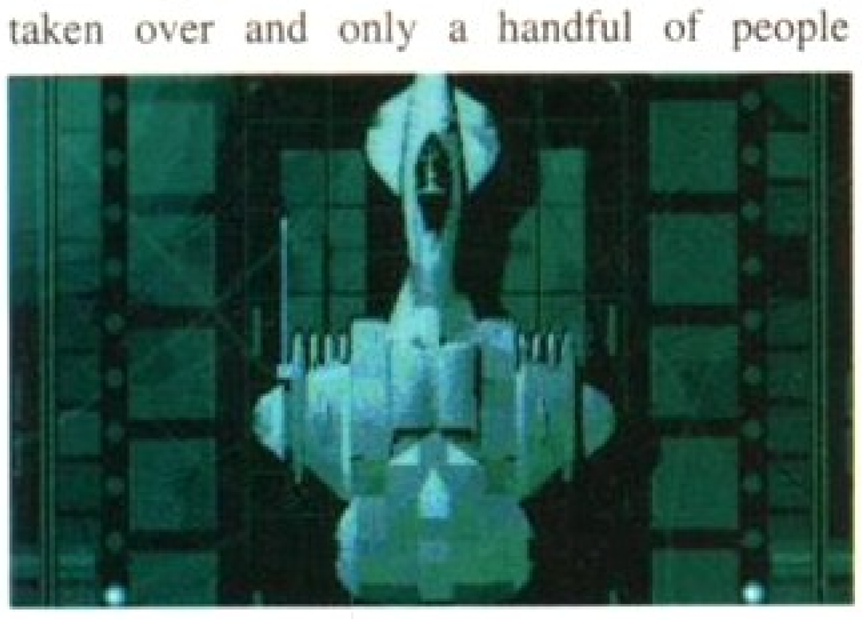
What, though, do we think about *Aquaventura*? Well it just falls short, not because of naff graphics and sound, but because of a lack of variety.



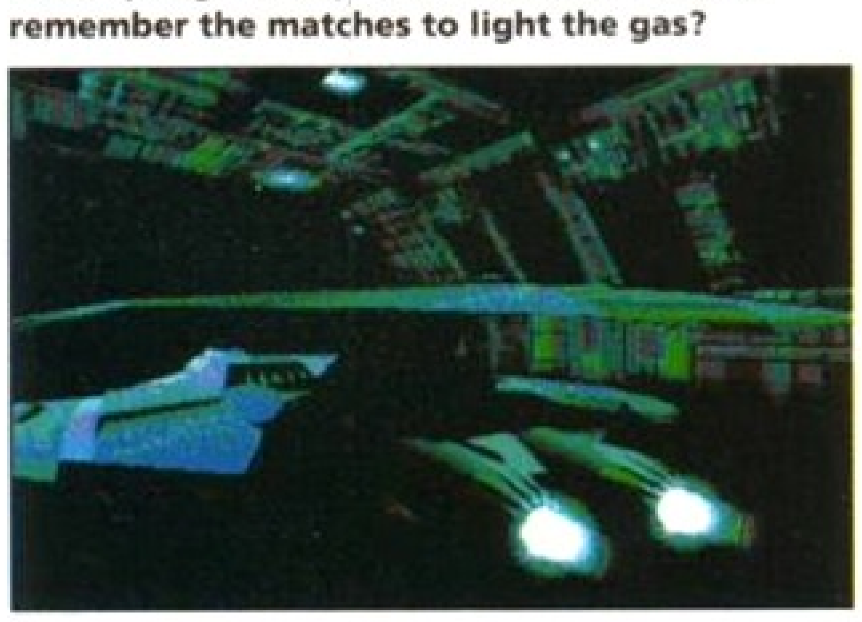
This is the main scene you'll see while playing: it's like whizzing across a blue deckchair. Chase round a filled-vector 3D world, meet new, interesting little blobby things and kill them. Ho hum.

Dare to be different

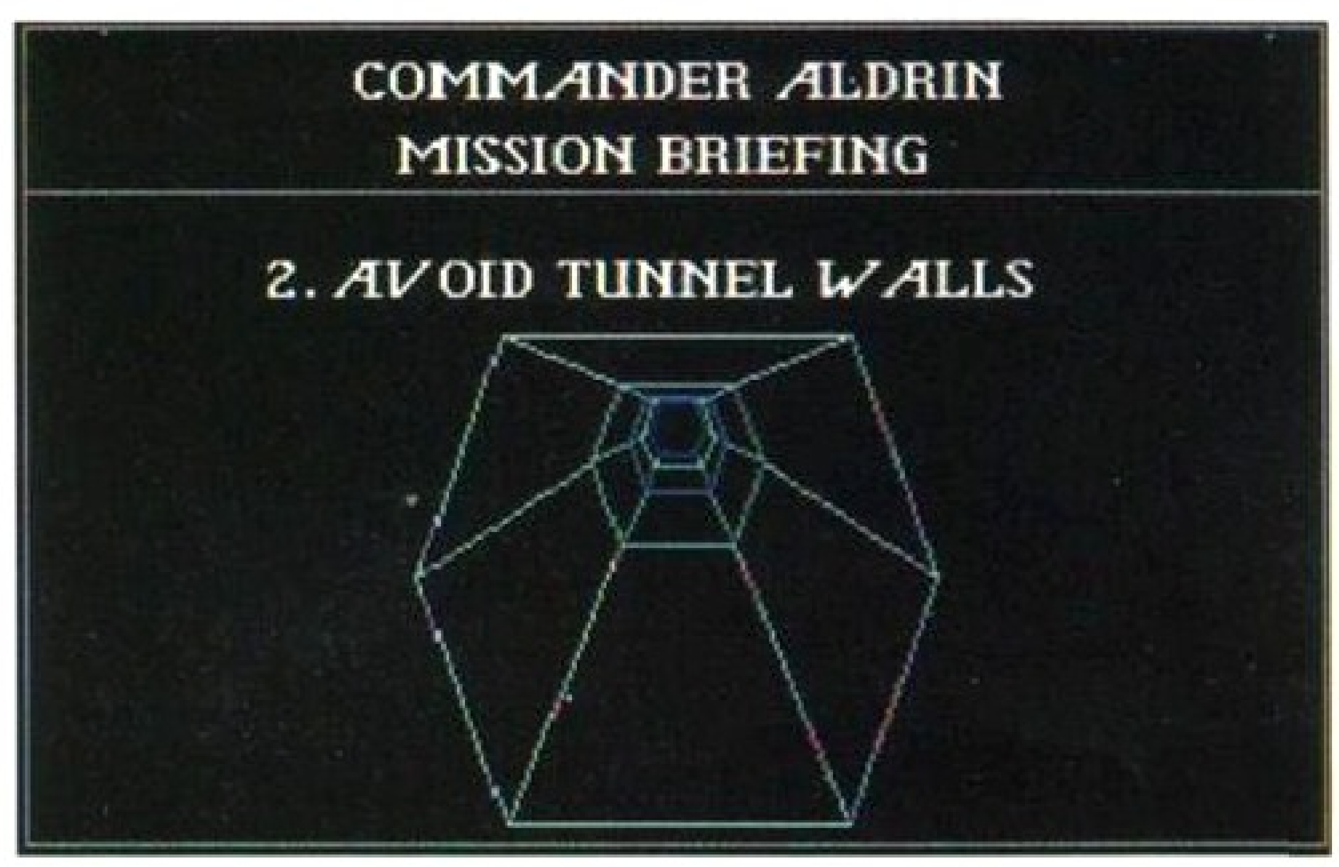
For starters, it's got one of the oldest storylines on record! Yep, it's the 'post-holocaust invasion from space' story again (last man on the planet goes out for revenge, etc, etc): a bunch of nasty extra-terrestrials called the Spurcians have taken advantage of the Earth's predicament to launch an invasion. The eight remaining underwater colonies have been taken over and only a handful of people remain alive, aboard an orbiting freight vessel called Genesite (gosh, what an uncannily appropriate name!). In a last-ditch attempt to liberate the colonies, a lone warrior called Josh Aldrin (that's you, that is) is sent planet-side to send the Spurcian scum to meet their maker. Genesite, however, doesn't survive, making Josh the last human in existence; his mission is now one of revenge!



Josh Aldrin, your carriage awaits. Time to go and expunge the Spurcian menace. Did you remember the matches to light the gas?



Yes, you did! Gas Mark 5, afterburners on and the guy standing behind the engines gets burnt to a light frazzle. Off into the wild blue yonder.



Before each linking section, you are updated by a briefing screen which tells you of the perils you are about to face. Here you are about to be warped back to 1981 to face a vector tunnel game. When you finally start, the tunnel section actually looks exactly like this. Don't hit the sides!

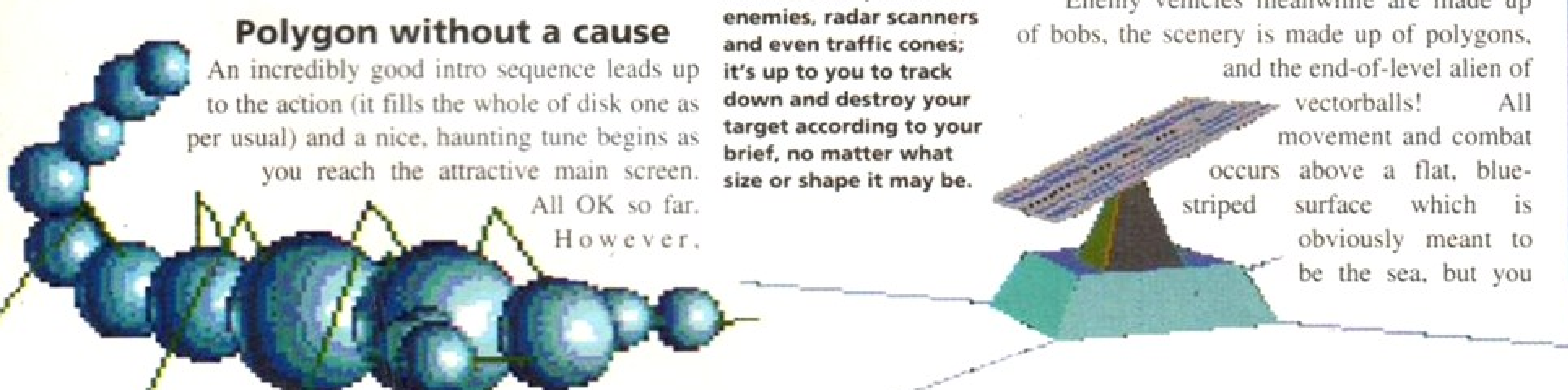
Polygon without a cause

An incredibly good intro sequence leads up to the action (it fills the whole of disk one as per usual) and a nice, haunting tune begins as you reach the attractive main screen. All OK so far. However, the game itself is a rather odd mixture of game and graphic styles which only just seem to work together. You could call *Aquaventura* a flight sim for the most part, but there is no cockpit view available; you are given an external view from behind your craft at all times. This doesn't work very well at all, because objects can pass between the ship and your viewpoint, blinding you for a few seconds. A cockpit view (with exterior views available) would also have improved update speed because the computer would have had less to manipulate on screen. Anyway, there is so little to see of the craft from behind, that it seems pointless to have made the thing so detailed!



Small, spinning top-like enemies, bizarre segmented caterpillar-like enemies, radar scanners and even traffic cones; it's up to you to track down and destroy your target according to your brief, no matter what size or shape it may be.





Enemy vehicles meanwhile are made up of bobs, the scenery is made up of polygons, and the end-of-level alien of vectorballs! All movement and combat occurs above a flat, blue-striped surface which is obviously meant to be the sea, but you are in fact left with the impression that you're flying at low level above a twinkling deckchair! Despite all this however, there is still much in *Aquaventura*'s favour. Movement is, on the whole, very smooth, although sometimes the end-of-level guardian can slow things down a little. And then there's the tunnel section, which you must navigate in order to get from level to level. This is made up of line vectors(!), although your ship still remains a solid 3D image. Clearly, a polygon tunnel would have been impractical and the mixed idea works very well. Extra weapons and fierce combat (which doesn't slow screen update – you're fighting bobs remember?), also add to the game's playability.

In the end, though, things just get more and more samey since the only real difference between levels is the amount which needs to be done for their completion. Ultimately there isn't much incentive to complete the game once you've died on level nine and have to start again from the beginning.

Paul Tyrell

Aquaventura
Psygnosis ■ £25.99

- Excellent intro sequence; one of the best ever from Psygnosis.
- Good music on the whole, although different music for each level would have been nice.
- An interesting variety of graphic styles are employed throughout the game.
- The bob-aliens work particularly well.
- Too hard, too quickly; there's no real way of avoiding missiles!
- A good game all in all, that doesn't live up to expectations.

Amiga Format Verdict 73%

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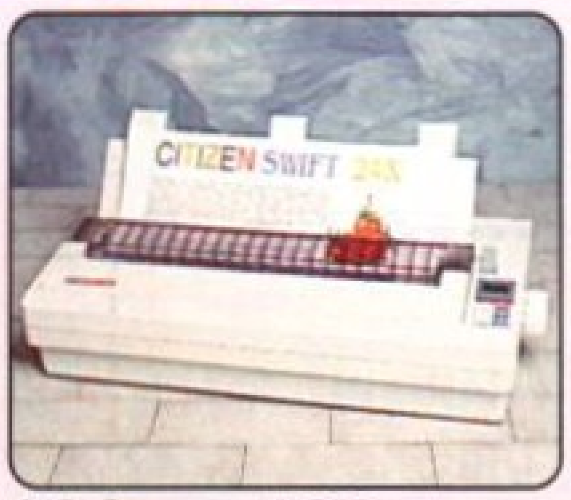
24 PIN PRINTERS



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D–Generation



Bizarre mutant space-hoppers may not look the most frightening things around, but an hour or two with *D–Generation* is enough to change all that. Soon you'll be rooting through your kid brother's toybox armed with a skewer, trying to exterminate these terrible creatures before they can reproduce again.



The old software house myth states that a good game will always shine through, and it doesn't really matter about the graphics and sound: they're just the icing on the cake. We're not saying that Mindscape believe this, but a close look at *D-Generation* reveals that the cake in question, although good enough to eat in large amounts, is probably a scone, and thus doesn't qualify for any icing at all.

Generation XS

The basic idea behind *D-Generation* is nothing particularly new, but it does make for a fun game. You're a courier, and you've arrived at the offices of a giant genetic research establishment with a package for the big boss. On your arrival, you discover that the building has been overrun by escaped genetic mutations, and the staff are holed up and hiding. Pretty soon you realise that the package you're holding has something to do with getting rid of the mutants – but you've got to find the head honcho to make it happen. So, you have to negotiate ten floors of twisting corridors and guarded rooms in your search for the chief, and on your way you score extra lives for rescuing the cowering staff. Sounds simple, but it's one of those game plots that constantly has you dipping in for 'just one more go.'



Beware the balls! These red rubber nasties will engulf you, given the slightest opportunity.



Make it past the balls and the electrified floor and you're on your way up in the vacuum lift.

But that's where the fun begins and ends; the rest of the game has little appeal. The intro music is one of those unfortunate tunes which begins impressively, building up to the point where the other instruments come in, and then suddenly has you reaching to cover your ears when the main melody (which sounds like it's being played on a rat) arrives with gusto.

The Generation Gap

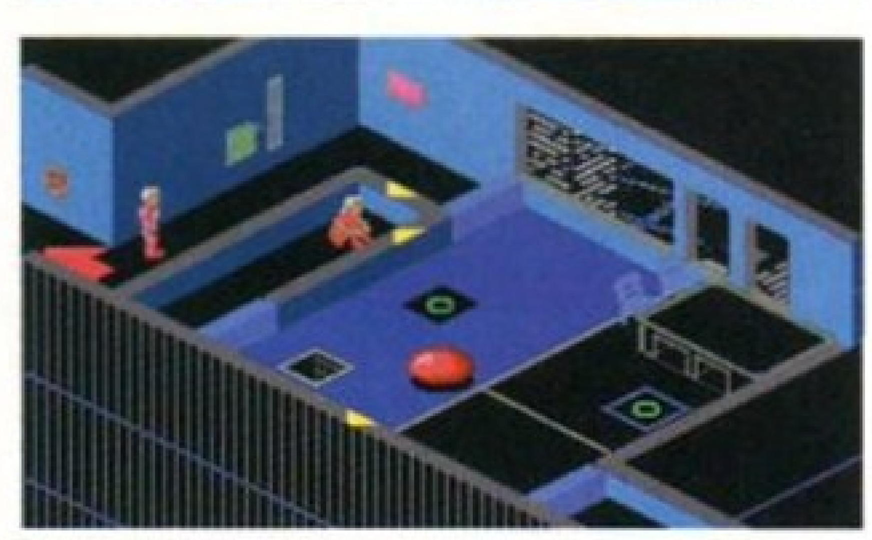
D-Generation's only saving grace is its gameplay. On the face of it, even this isn't that brilliant, but after only a few minutes playing, you'll be hooked. Each room you enter contains a number of problems to crack, be they simple 'shoot the nasty mutant and stop them re-generating' or more complex 'open the doors and avoid making the hostage stand on the electric floor' type situations. The puzzle aspect of *D-Generation* has obviously been the subject of some detailed planning and brainstorming, and it shows. Once you've solved a room, there's usually a pay-off: either a new object to use or an extra life gained from the rescued hostage. This means that there's always a good supply of lives to keep you going for a long while. There's a save-game option which means you don't have to play it all at one sitting, though this saves out to the original game disk, which is a tad worrying.



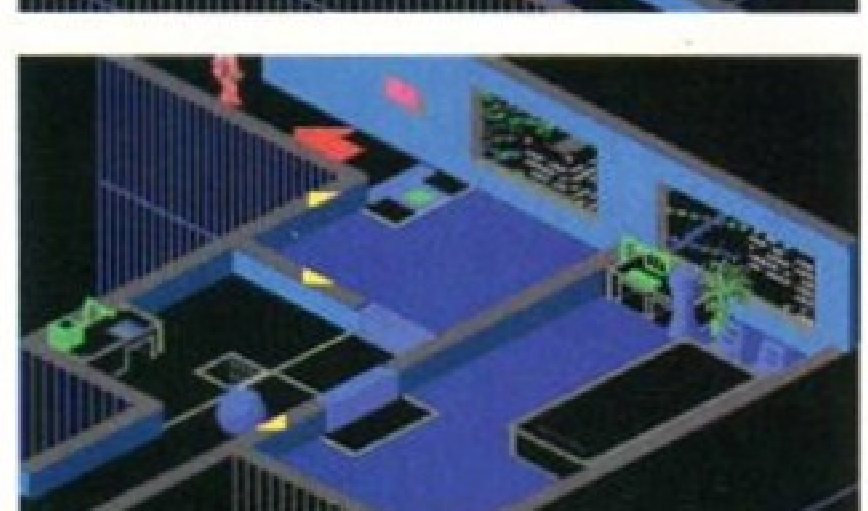
Conquering each floor is a distinctly 'one-step-at-a-time' affair. In this case, you've got to work out how to open all three doors and destroy the bouncing mutants. The laser-cannon helps when you need two pairs of hands.



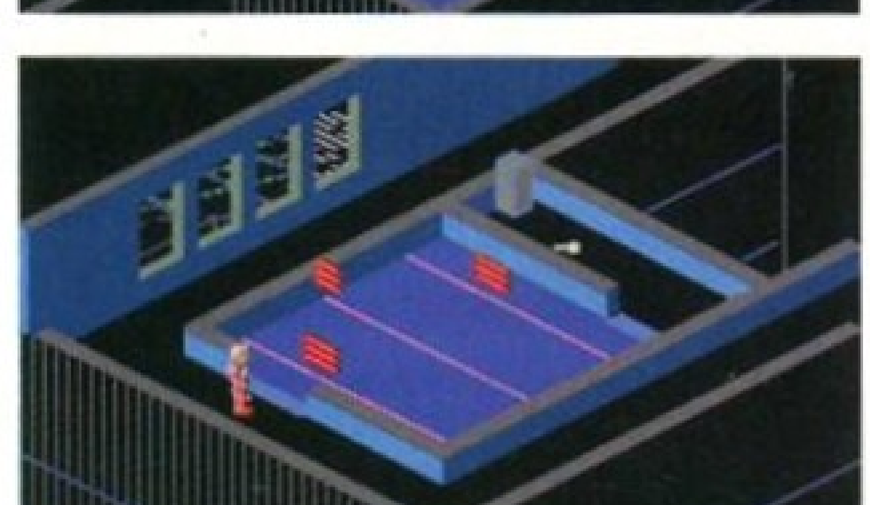
Each new room follows on from the previous screen, so mapping is no real problem. Here you must dodge the panels on the floor which become electrified. Luckily it happens in a predictable sequence.



Every now and then you stumble across one of the Genoq staff who's usually pinned down by mutants. Be careful of opening the wrong doors, because the mutant will kill your friend before you can move to protect him.



Rooms with computer terminals are worth checking closely. The terminals are all linked to a central database which can often reveal some interesting and useful information about the creatures you're trying to deal with.



Some doors are locked until you find the appropriate security key. These are usually tucked away in some dangerous corner. Here fast-moving plasma bars threaten to cut you in half as you weave your way to the key.

PC emulation?

If you can tolerate all the limitations with *D-Generation*, then you can be sure of a good game that will keep you occupied for many a sleepless night. But if you bought your Amiga because you knew it was the creme-de-la-creme as far as graphics and sound goes, you'll be asking yourself why Mindscape left you out in the cold with what is basically a PC-conversion. Graphics are distinctly PC-quality: very blocky, with flat colours that do nothing to make your Amiga shine. The animation is passable, and the backgrounds are OK, but there's nothing to write home about, and much to be dissatisfied with. Dig into your pockets only if *Impossible Mission* in 3D is what your life needs to make it complete.

Neil Jackson

D–Generation
Mindscape ■ £25.99

- Great gameplay, but marred by ancient, lifeless graphics.
- It'll take a good while to finish, but once you've started you'll want to.
- Where are all the Amiga-specific bits? There's no style in PC games!
- Why not wait around for SSI's far more promising *M* instead?

Amiga Format Verdict 66%

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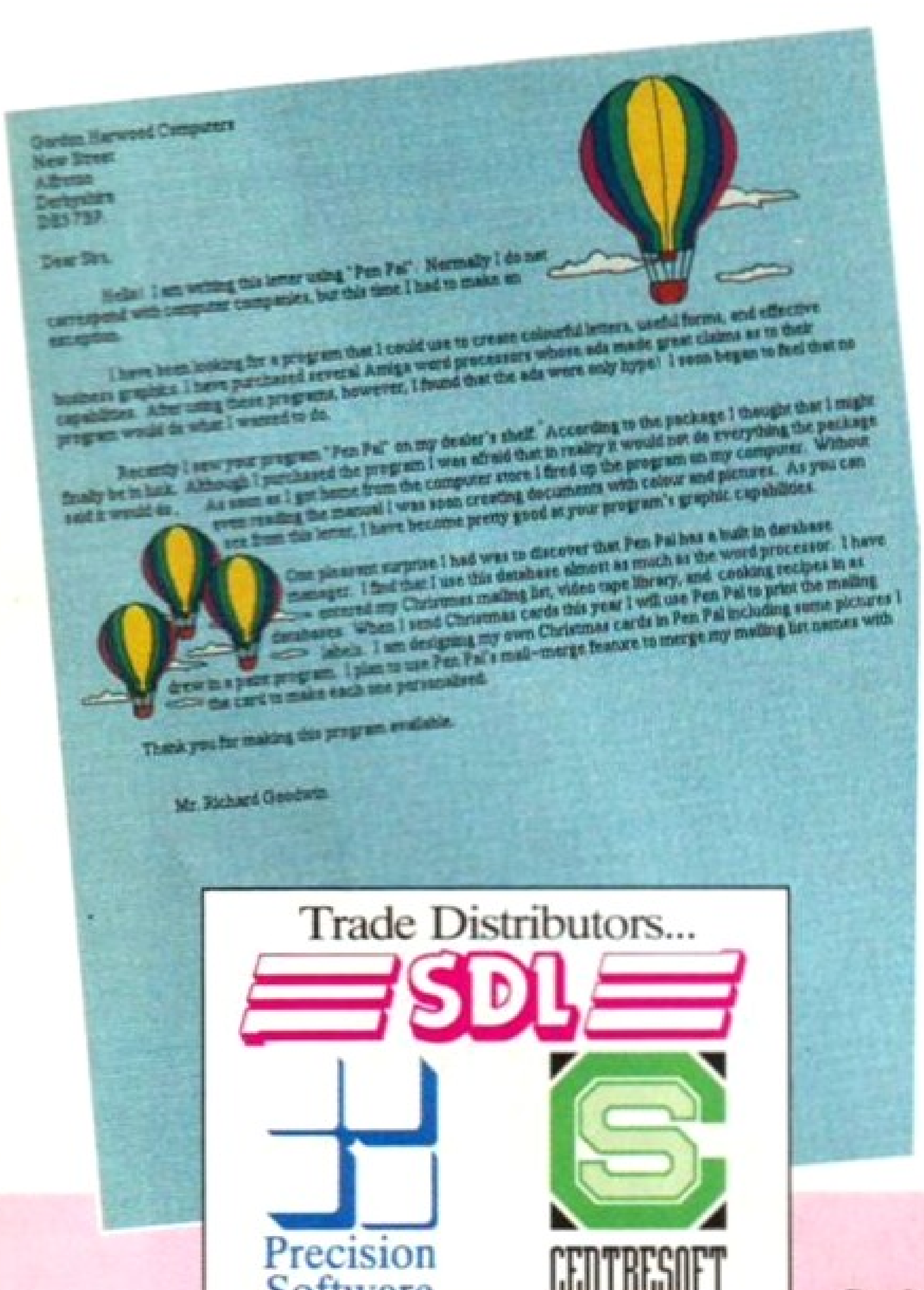
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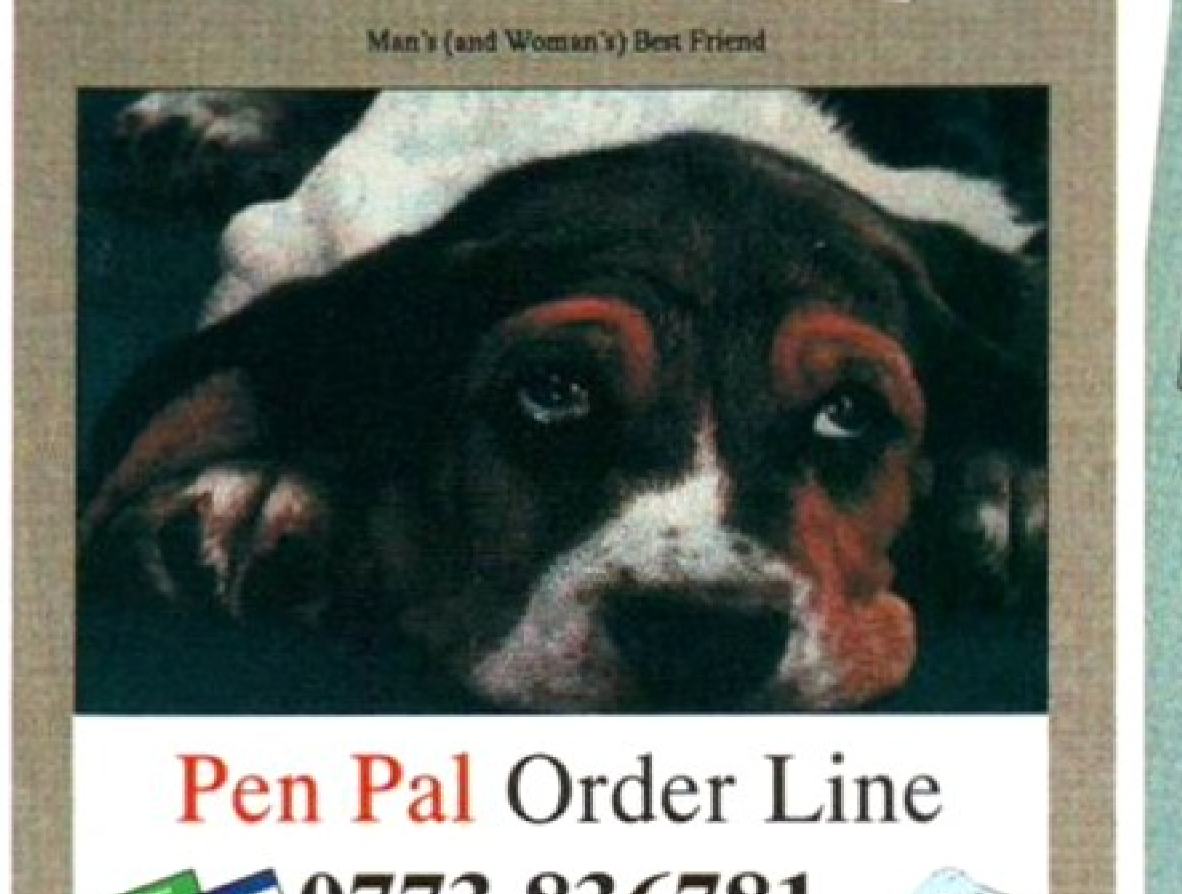
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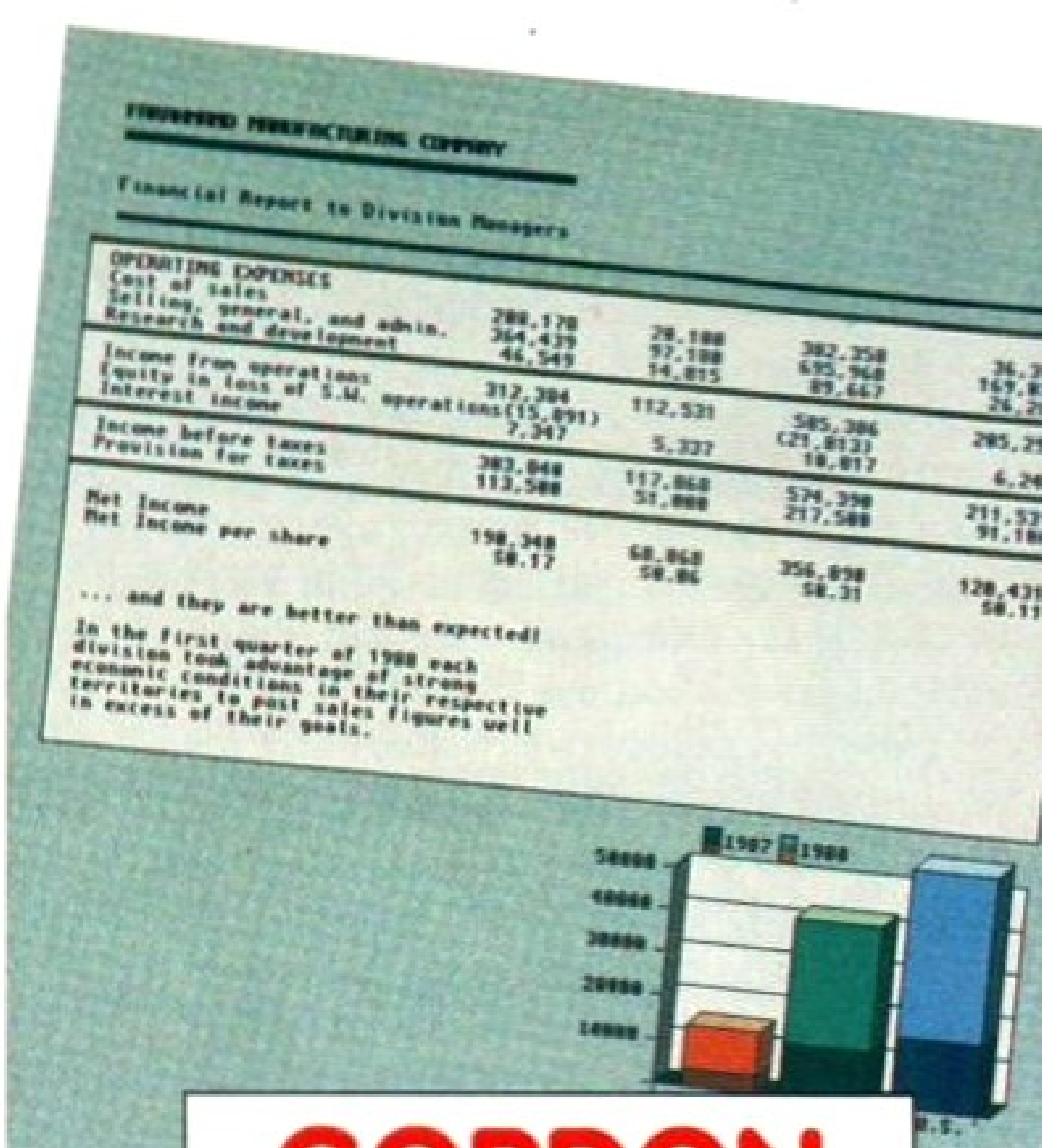
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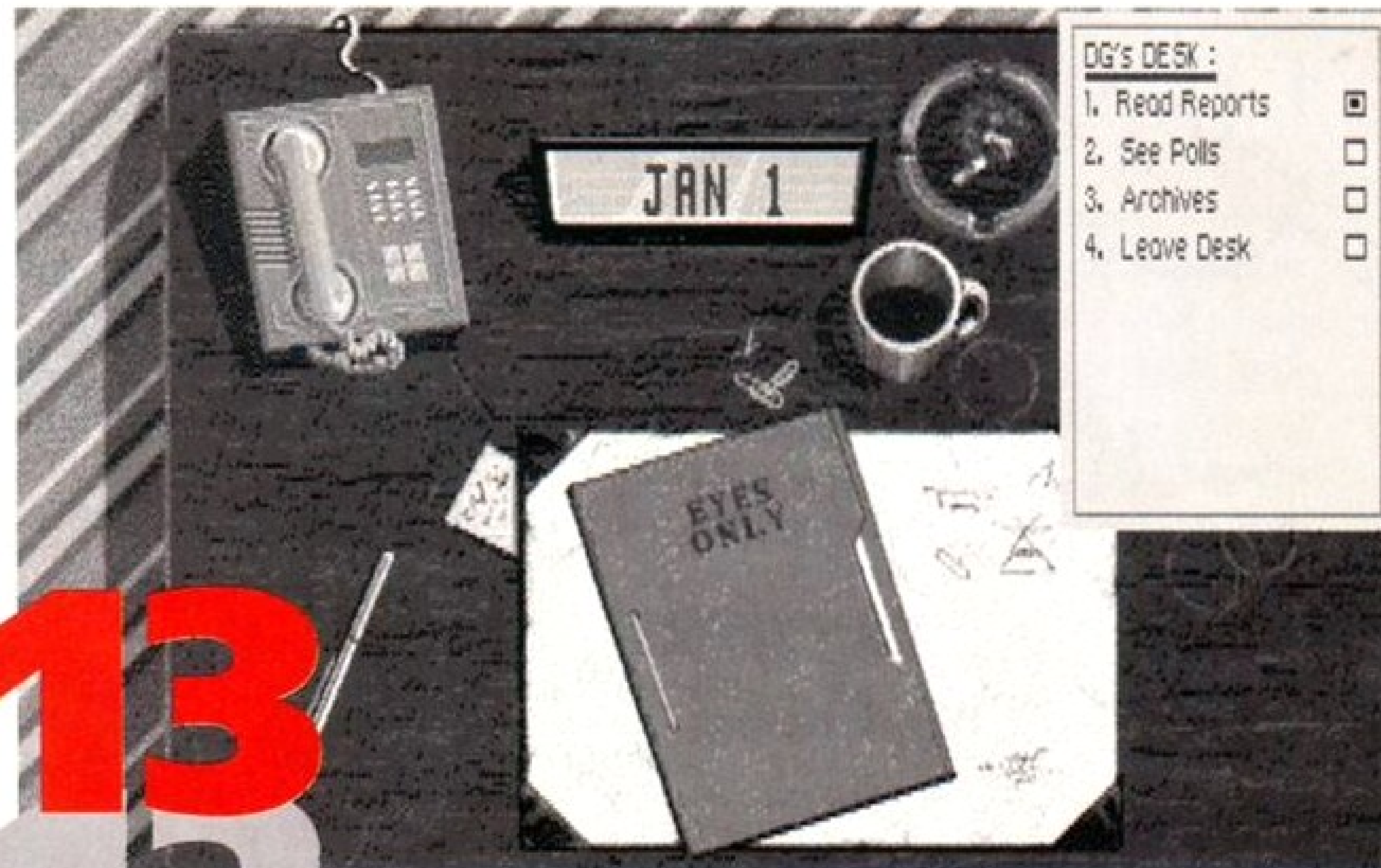
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The sweeping changes made by that nice Mr Major's government to the secret service should mean *Floor 13* is now a bit of a historical curiosity. You see, we don't have secrecy in government any more. We certainly don't have hidden bodies controlling our destiny, according to Mr Major. We have defence of the realm and national security but not secrecy or conspiracy.

Floor 13, from dear old Virgin Games (didn't all of them go to Cambridge with Philby, Blunt and McClean?), does though. It

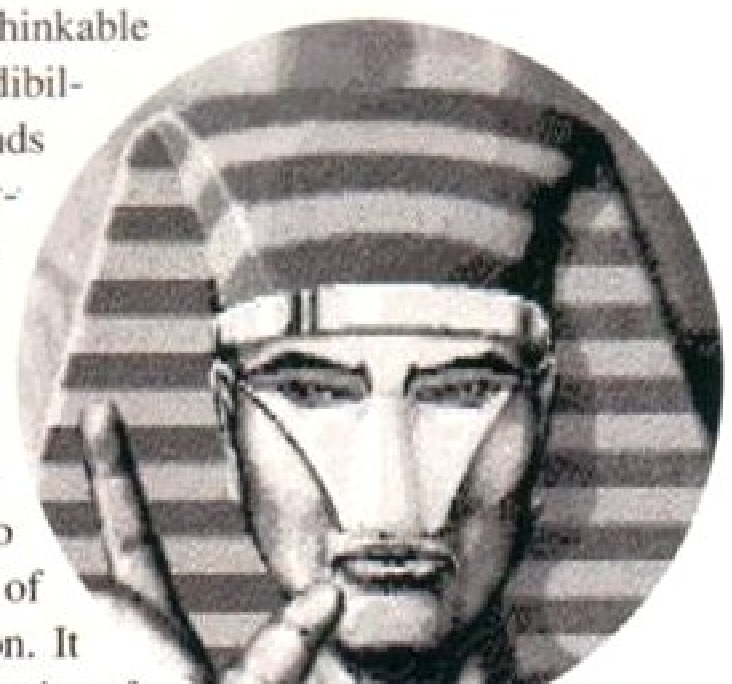


Your desk, the desk that is yours and belongs to you. There's a phone and tons of papers and they're all yours as well. And it's all in grey which is probably how you'll end up after a few hours. This is where you come every day to find out where to go next. Exciting innit?

Floor 13

forces you to become the unthinkable – a civil servant with less credibility than the West Midlands Serious Crime Squad, a spymaster with more fingers in more pies than an octodigital Sainsbury's baker.

You are a minister without portfolio (officially). This means that you are assigned to a made-up ministry at the top of a tower somewhere in London. It is your task to ensure the integrity of this special country while making sure that the prime minister stays happy and retains the confidence of the electorate. Your power and influence are wide reaching; you can order kidnappings, frame-ups, even murders of anyone who your network of spooks, bobbies and narks are led to believe might compromise the glory that is the United Kingdom.



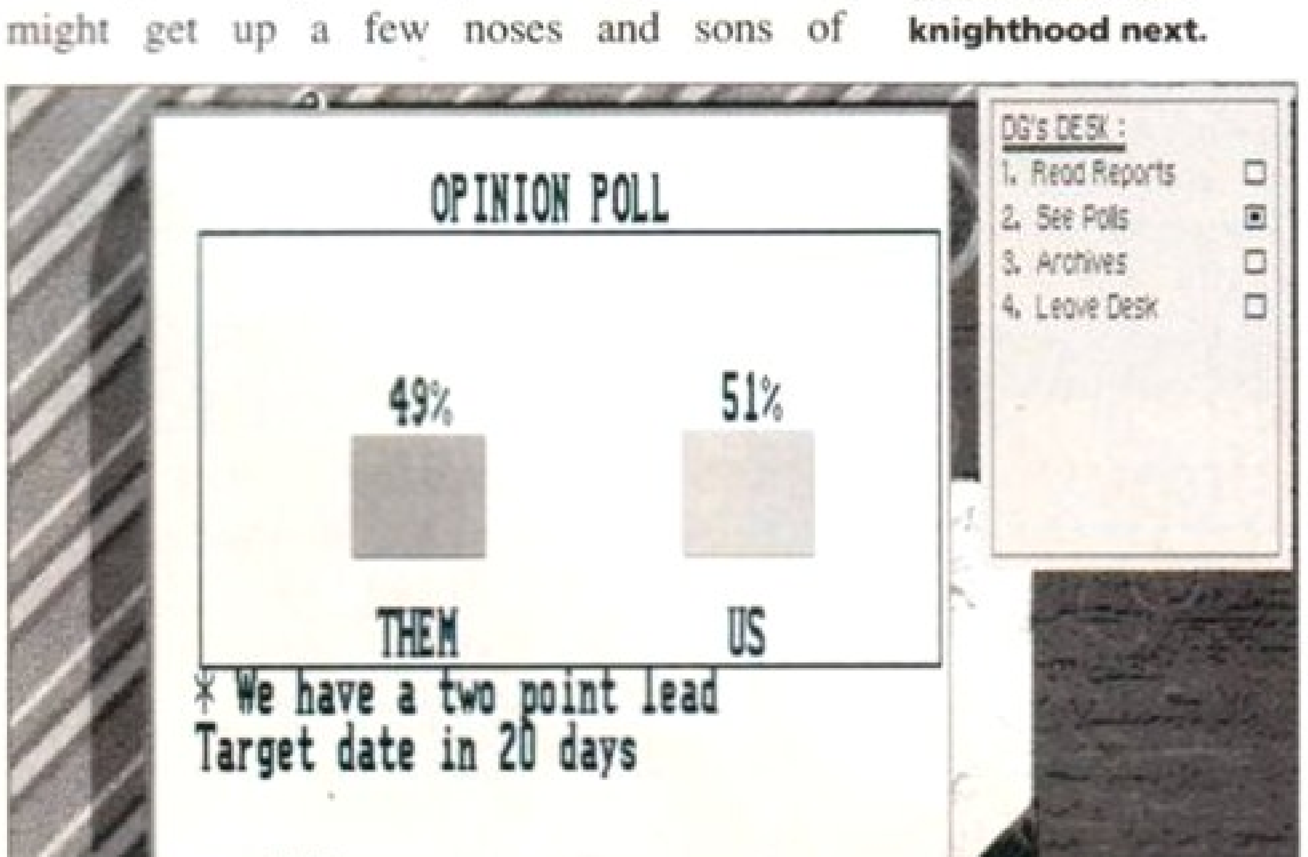
This strange and masonic-like gent crops up at the beginning of the game in a weird and masonic-like manner. Could it possibly be Prince Michael of Kent?

What ho!

Yes, that's right, you are exactly the kind of well-mannered, public-school educated good chap that glories in seeing the Birmingham Six, Guildford Four and even the West Ham United 55,000 put behind bars for a few years – it looks great in the stats and keeps nice Mr Major/Smith/Gould/Ashdown/Porrit dead happy for weeks. However, thug-searching someone's apartment, arresting, interrogating and eventually killing their friends isn't all plain sailing.

You are deluged with information from all quarters about German terrorists entering the country, Oxbridge dons publishing books that might get up a few noses and sons of important could-be masons who might be drug-addicted filthy spies with possible homosexual tendencies (which, you would have thought, would have been a boon rather than a limitation in the world of security). But the prime minister and the rest of the Whitehall mandarins might not be too pleased if you arrest a friend of the family or are too obvious in your strong-arm tactics – this lowers the government's standing in the eyes of the public (if not the editorials of the tabloids).

You're doing well and, because of this, so is the government. All you have to do is avoid bad publicity and it could be a knighthood next.



Blunt instrument

So you have to use some finesse. This means negotiating the structure of the game itself. And this is where the going gets decidedly dull. As the world of Whitehall is considered by all but the saddest aspiring Sir Humphreys to be a grey, dull place, Virgin have decided to make the game match its environment. It's totally and utterly monochromatic.

You get to sit in your office waiting for communications to come in, examining records and generally gazing out of the window in a paper-clip bending, litter-bin basketball sort of way. To this extent the game bears a more than a striking resemblance to the ancient and not very revered *Yes Minister* (again by Virgin).

Your forays out of the office entail visiting the various departments that fall under your control. These include the following, wonderfully cuddly options:

Removals – you get to send out hit squads to eliminate the less-than-acceptable members of society.

Heavy Assault – your informants have told you a certain restaurant might be a meeting place for subversives. So, quite simply, you send in some heavy types to kick the hell out of the place and arrest everyone in sight.

Pursuit – slightly more subtle in its effects, this just means that you follow a poor unsuspecting party around for a while instilling in them a sense of deep paranoia.

Disinformation – tell the papers what most of them want to hear – everything's going well except for those long-haired travelling folk or that intellectual who's stirring up trouble.

Search – if you have a squad pursuing some pinko-commie-Nazi filth then why not send another squad around to ransack his (or her) house once you're sure that they're out?

Interrogation – once you've decided that a certain member of the public is a threat, pull them in for questioning. There are several levels to this – most of which end up with the death of the suspect.

Infiltration – this is fun for training up your youngsters. Send them along to the nearest East End pub where the Revolutionary Reds Against Graham Taylor society is meeting and become part of the game. You can then shop them all afterwards.

Unfortunately the gameplay is not as exciting as these options. It's all about clicking on boxes and finding yourself with more boxes to click on, which in turn leave you with… The idea is great: intrigue and intelligence combined with off-screen violence and nasty dealings. It's just the way the whole thing works that's so uninspiringly dull and boring.

Brief respites from the clicking and keeping an eye on the records come in the form of visits to the PM's office. Every so often you are called up by nice Mr So 'n' So to be offered a knighthood and given lots of positive reinforcement (that's a management technique by the way) or he can give you a severe rollicking. Get in too much trouble and you find yourself being pursued and removed from your office and the world in general. This only occurs when you return to your office at the end of a hard day's subversion. And that, as they say is that. It's intriguing for a few minutes and then dull, dull, dull.

Tim Smith

Floor 13
Virgin Games ■ £30.99

- **Nice idea for a game – how about one from the other side of the fence?**
- **Dull sound.**
- **Dull graphics.**
- **Sadly the good ideas are too inconsistent.**
- **It's very similar to *Yes Minister*, also produced by Virgin.**

Verdict 50%

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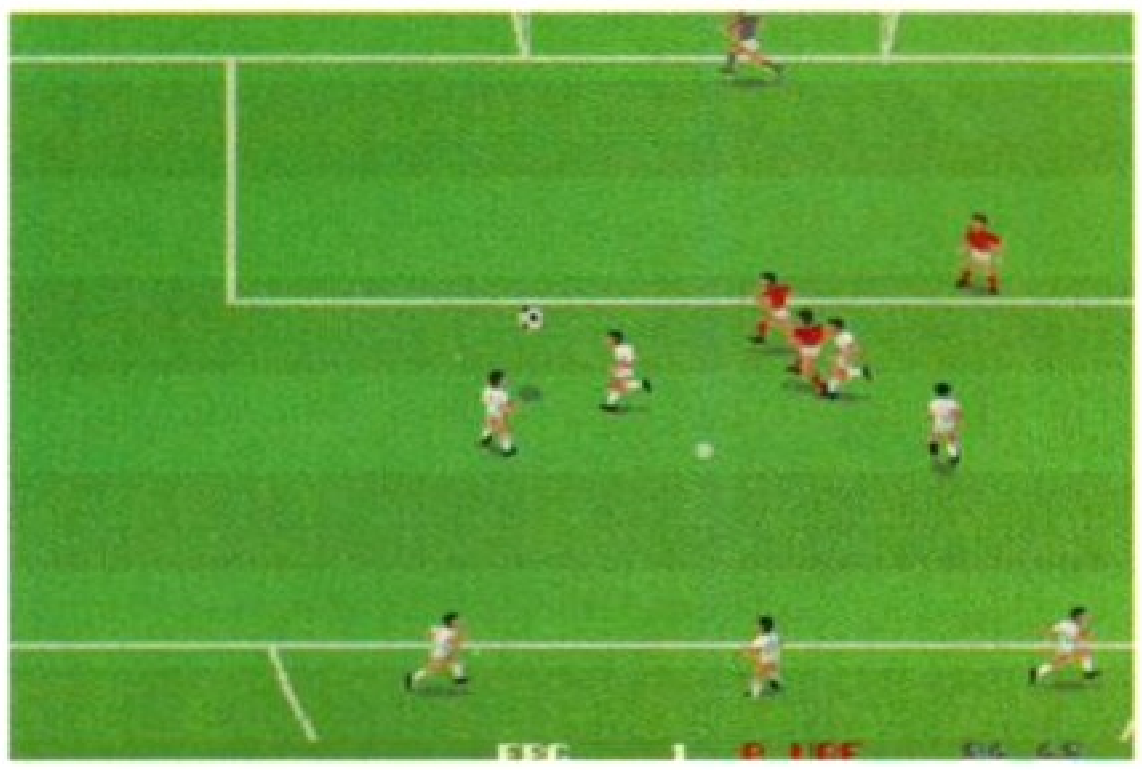
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It's a huge scramble for the ball. Even the keeper is sharpening his studs and rushing in for some head-butting excitement. But why is the fellow on the right running away?

Italy 1990

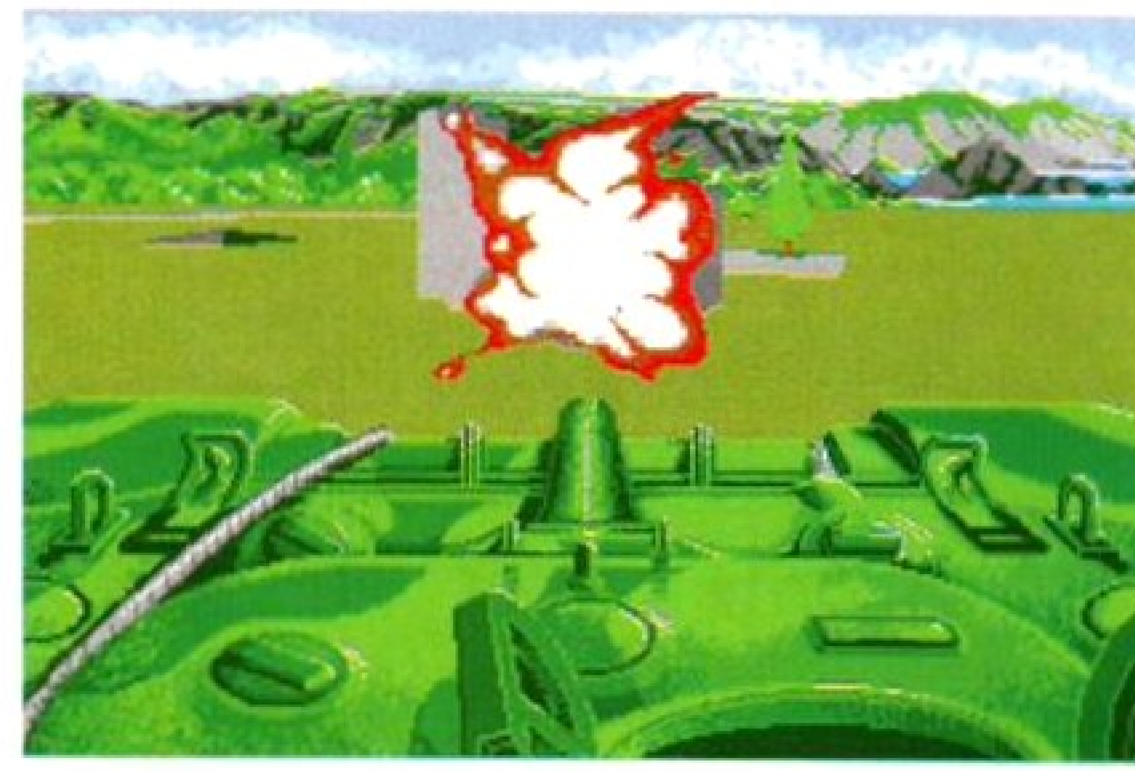
Kixx ■ £7.99

The latest spate of football mania confined itself to within Europe, but if you remember the heady days of the World Cup, why not dwell on them in detail with this game? It's a fairly good *Kick Off*-style game, without much of the attention to detail which made *Kick Off* magic.

But it's also an accurate reflection of the teams as they struggle for supremacy (or rather struggled for supremacy two years ago). The graphics are neat, the control is easy (as the ball remains glued to the players' boots), but the goal-mouth action is somewhat lacklustre. No replays, but the odd camera-angle shot of the goalie hoofing it back up the field.

There are loads of teams to play and there is the excitement of the competition itself. That makes it fun, but it's not one of the best, and it's certainly one of the most out-of-date.

Verdict 70%



These armoured vehicles are also good at seriously damaging centres of religious worship. Not a bit surprisingly, they didn't mention that in the manual. Just don't expect insurance against acts of God later...

Sherman M4

Action Sixteen ■ £7.99

Fancy a spot of 3D tank action World War Two style? Well *Sherman M4* delivers. It's got nothing to do with the motorway, but it's got everything to do with controlling four Shermans in either Normandy or the Ardennes.

The game is a fast mixture of strategy and arcade blasting. It's a cross between *M1 Tank Platoon* and *Battlezone*, you could say. Each mission you play has definite objectives, and there is a lot of planning to be done. But the best bit is belting your tank up to the enemy and firing round after round into them.

You can swap between the four vehicles, and you can order them to wander off on their own (ideal for those Napoleonic pincer movements). The Germans will react, though, so it can get a bit hectic. Despite the strategies, *M4* isn't a complex game and it's for those who like their blasting to be historic and not too taxing for the grey cells.

Verdict 74%



For no reason, the terrorist on the roof put on a consummate display of Russian cossack dancing. Impressed, Mad Mick lowered his weapon and dropped 50p into the fellow's hat.

Arnie

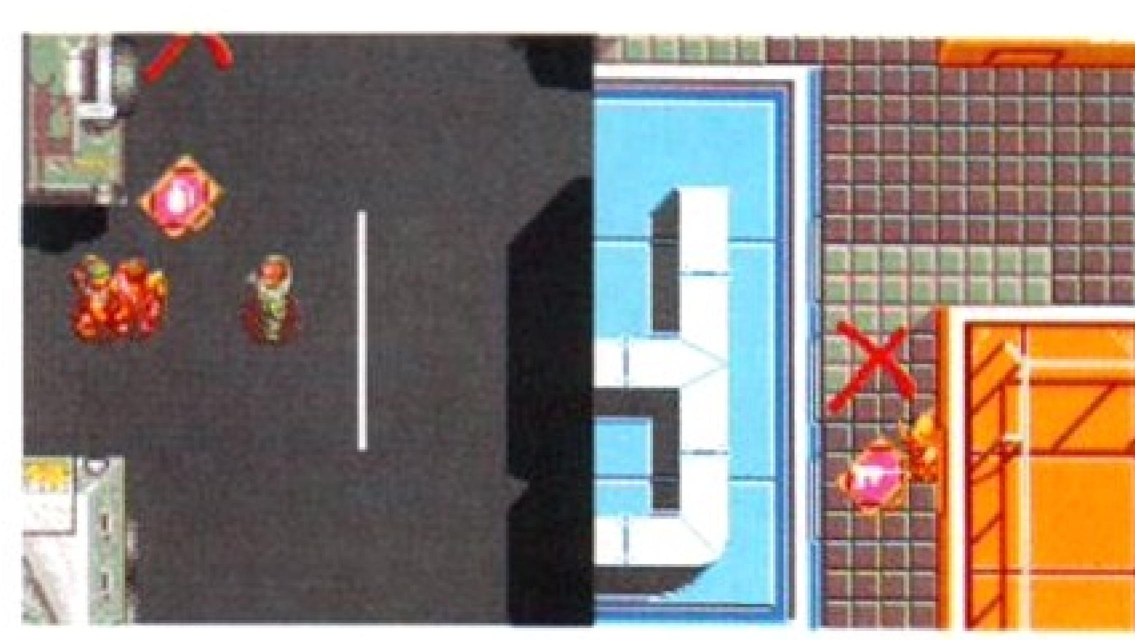
Zeppelin ■ £7.99

No, Zeppelin haven't got *him* to sign a game licence for them. Rather, they've invented a totally new violent psychopath called Arnie. Any resemblance, of course, is strictly coincidental. The plot isn't very liberal, and deserves not one bit of humorous irony or sarcasm. Basically you're pitted against terrorists of various recognisable nationalities and the idea is to wipe them out, wholesale.

So we end up with a common-or-garden horizontally-scrolling blaster. Your machine pumps out lead at the baddies, who fire their pistols weakly, let off the odd mortar and fall limply to the ground, dead. The difficulty level is about right, the graphics are smooth, flicker-free and competent in a cartoony sort of way, and the game itself is large.

But it's all been seen before. Many, many times before. And much better, too. There isn't anything that should make you buy *Arnie*, least of all the plot. If you've got one horizontal shooting game, it seems you've got them all.

Verdict 44%



"Don't worry about me. You save yourself and I'll just lie here, bleeding a bit and cursing my rotten luck at being shot just before the whole complex blows up. Tsk. Life, eh? Overrated if you ask me."

Crack Down

Kixx ■ £7.99

Time is running out. You and a friend must rush around a complex that's viewed from above, shooting the guards and planting bombs everywhere. Then you and your friend must rush out of the complex before it blows up. A plot so simple that the first hominids could instantly grasp its nuances. Let's recap: run around, shoot folk, plant bombs. Got it?

The screen is split down the centre, and each side follows one player. There's a hide-and-seek element because you can't actually see much of the area around your character (owing to the screen size being halved). Annoying, but quite effective.

Once you've planted your bombs, it's a rush against the dwindling time-limit to escape and do it all over again in a slightly different setting.

It's fast, it's difficult to see properly and it gets dead frustrating (especially when the other player dies). But after three attempts, it'll take up residence at the far end of your shelf (next to that dreadful PD demo collection and your gonk from college).

Verdict 54%



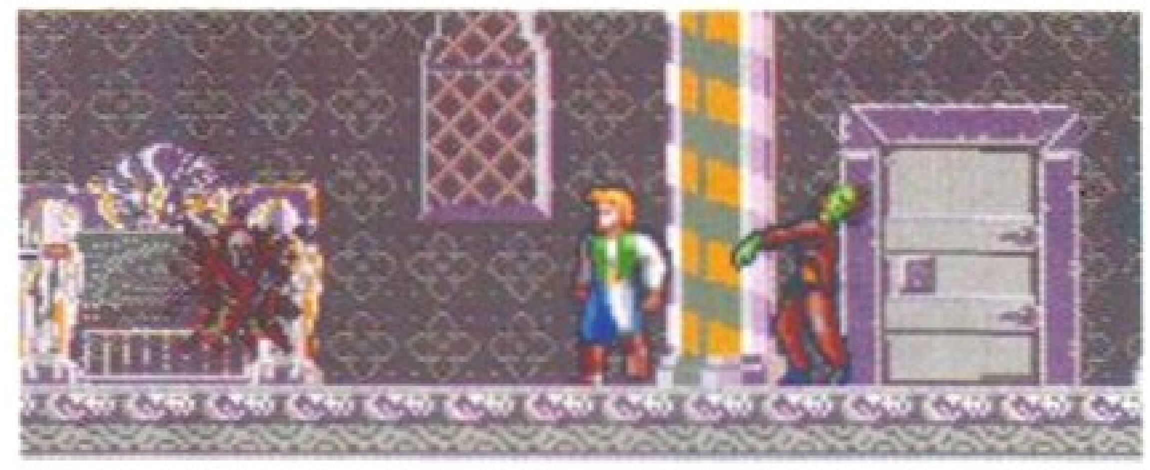
Current thinking is that you lean in the opposite direction on corners, thus increasing the grip and down-draught, and keeping you firmly on the road. (NB real motorbike riders – don't try this. It's a joke.)

Team Suzuki GBH ■ £7.99

Acclaimed as being quite sick-making when it first came out, *Suzuki* can still hold its own against many newer 3D racing sims. You ride three types of motorbike around some lethal circuits, banking round the bends and bending round the banks. Qualify and you're in a race against loads of other minimalist-style bikes. But although they look sparse, the graphical speed is most appreciable and the other racers behave in realistic ways.

It's certainly a good game, but it takes a while to master, and it's as annoying as hell to get to grips with at first. Persevere and you'll have a source of pleasure for you, your children and your children's children (if you don't sit too close to the monitor or fall off your chair on the corners).

Verdict 87%



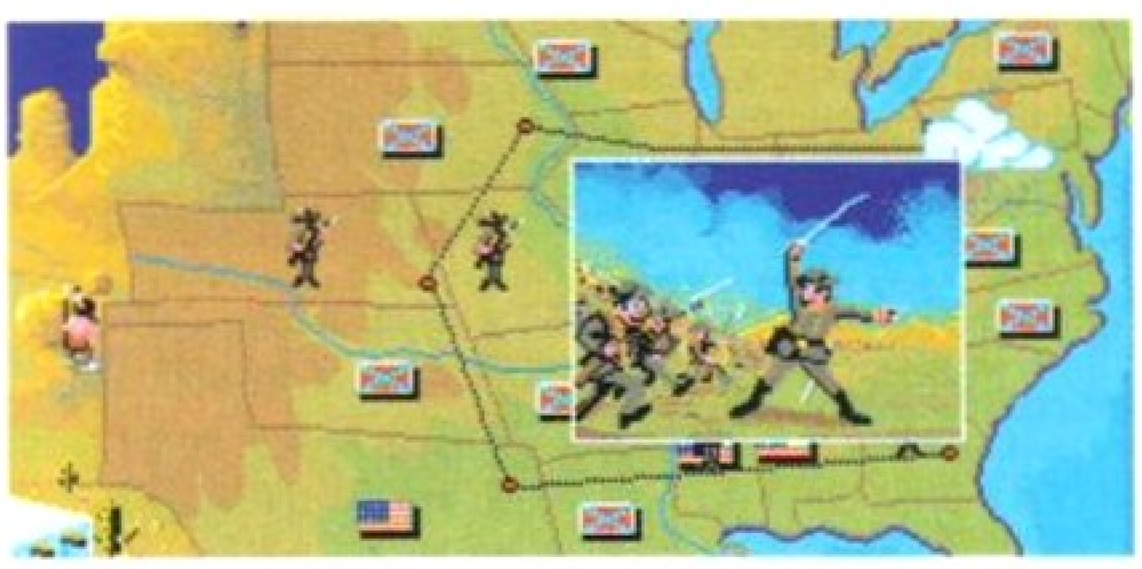
"You were wonderful. You knocked them dead. All those bouquets. Come here and give me a little kiss."
"No. You'll rip my head off, like you did last time. I've played before."

Horror Zombies From The Crypt GBH ■ £7.99

The night is black, the wind howls, the rain lashes and suddenly the windows crash open. Standing there is a horrible deformed man. So horribly twisted, in fact, that he looks like a, a... 3.5-inch disk. Yes, it's the attack of the *Horror Zombies*. To repel it, you must wander from left to right around a haunted mansion, running away from ghouls and throwing knives at them. There are keys to collect, doors to open and other weapons to use.

You also see a disturbing head-coming-off sequence. Unpleasant for those who've actually had recent experience of official State beheadings.

Verdict 48%



Suddenly the attackers charged like a wounded credit-card company, and the air was filled with musket-shot, buckshot, quick-shot and Wilf Bagshot, who'd just arrived in his patent balloon contraption.

North And South

Action Sixteen ■ £7.99

The American Civil War is under treatment by the French here, and they've gone for the oh-what-a-laugh-it-all-was angle. It's based on a cartoon called *Les Tuniques Bleues*, which apparently makes the French roll around. You control armies which move from state to state to protect and expand your railroad service. But of course, you'll soon meet and fight the Confederates (or the Yankees). You go straight into a battlefield scene in which you must control your units.

If you attack a fort, you're given an arcade sequence to play, in the form of a race against time to reach the flag. Both sections are fun, but it's much more of a giggle against a mate, in two-player mode.

Verdict 84%



Hmm. An incredibly powerful telepathic force, eh? OK then, what am I thinking of now? I'll give you a clue. It's six inches long, cylindrical, and it's currently straining my pocket. Wrong! It's my .37 calibre Magnum, you sad alien charlatan.

Final Command

Action Sixteen ■ £7.99

In the hideous evil darkness of space, something hideous, evil and fairly dark has occurred, and you're the first to discover it. Darkly evil in a hideous sort of way, eh? Here's a point-and-click sort of graphical adventure in the metallic cyberpunk mode. You're given rudimentary info on the abandoned and rather knacked space-hulk you've stumbled across, and the idea is to salvage a working tele-transporter.

If you like static graphics, moving the mouse around the screen and listening to metallic clunking sounds, it's enjoyable. But if you want playability, action and fast-moving entertainment go to Thailand.

Verdict 53%

Compilation Corner

And now it's time for the popular



No, Seymour. It's not a cool pair of shades. It's a motor car. Honestly, these made-up cartoon computer characters are so stupid. Luckily you can switch them off if you get tired of their lack of artificial intelligence.



Oh good. Dizzy's found a magic stone. Alert the media. Stop the presses. Hold the front page. This is bigger news than the Royal Family. Not.

Cartoon Collection CodeMasters ■ £24.99

Five games, five lovable characters, five guys named Moe and five samurai. Some of these are in the Codies' new compilation...

Spike In Transylvania is an arcade adventure where you walk from location to location, solving simple puzzles and 'interacting' with lovable rogues, cut-throats and footpads. Cute, pretty simple and fun.

CJ's Elephant Antics is more of an arcade game. You pilot a chap around some demanding platforms, collecting, zapping and occasionally parachuting on an umbrella. It, too, is an enjoyably light-hearted romp.

Treasure Island Dizzy is another arcade adventure. Send the egg scurrying, solving puzzles and using objects in the right order. It's cute, colourful and there's a large playing area. Sort of like *Spike*, really.

Seymour Goes To Hollywood is yet another arcade adventure. It's cute, colourful, blah blah, and also has a large playing area. CodeMasters don't believe in too much diversification, do they?

Slightly Magic is, yes, you guessed it, a cute, colourful use-the-objects-in-the-right-order game. It's actually the best in the compilation.

Overall, a big chunk of cartoony enjoyableness aimed at, I can't help thinking, the younger members of our great democratic civilisation.

Verdict 84%

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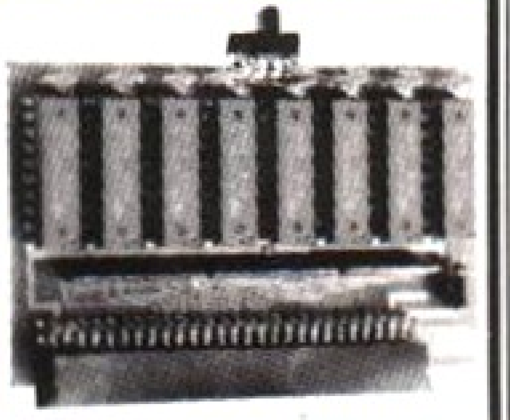
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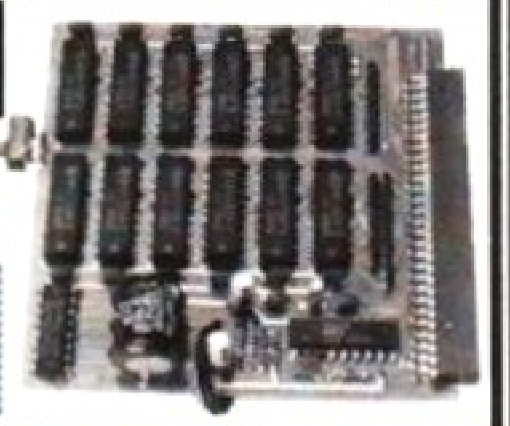
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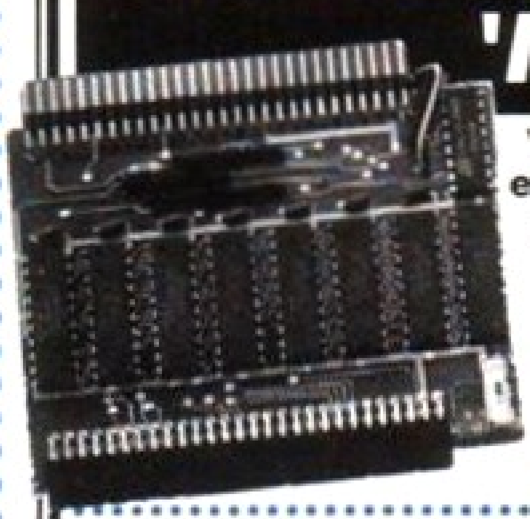
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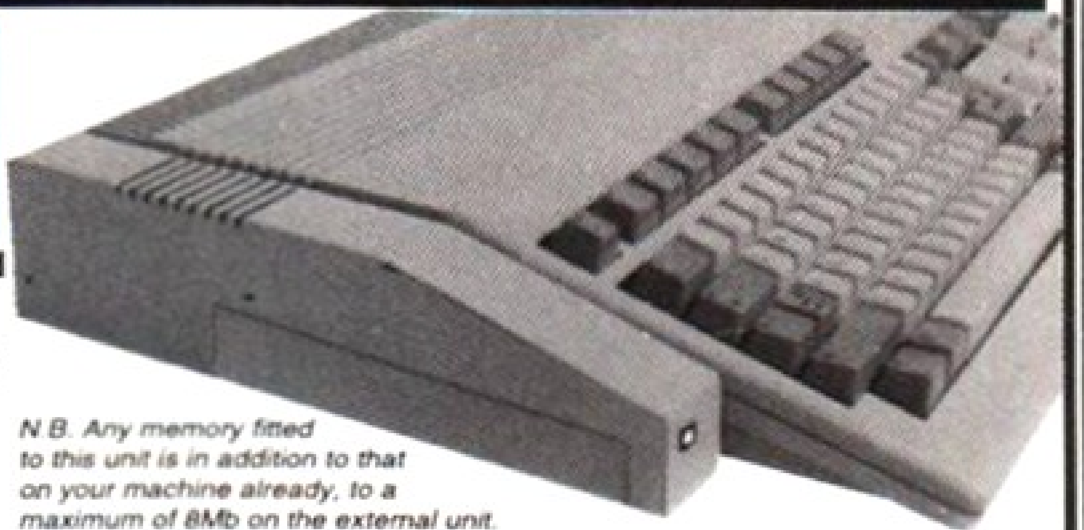
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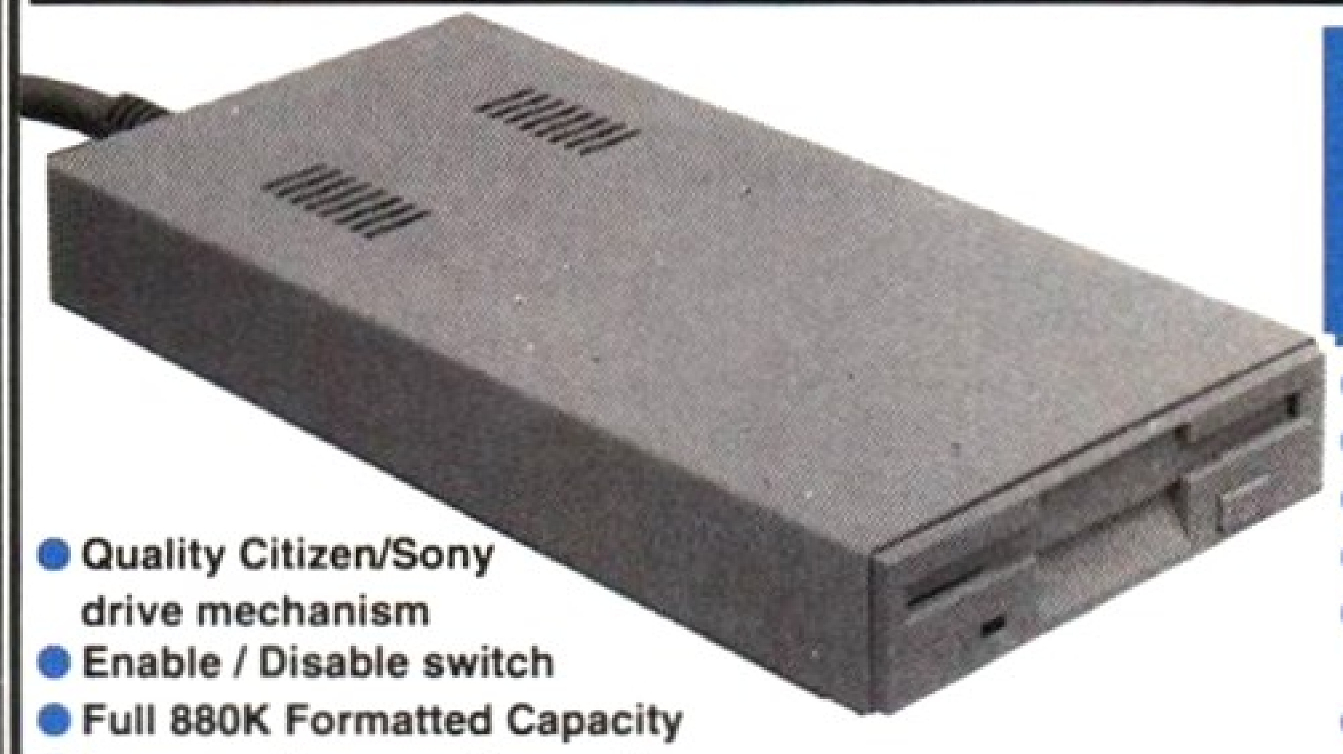


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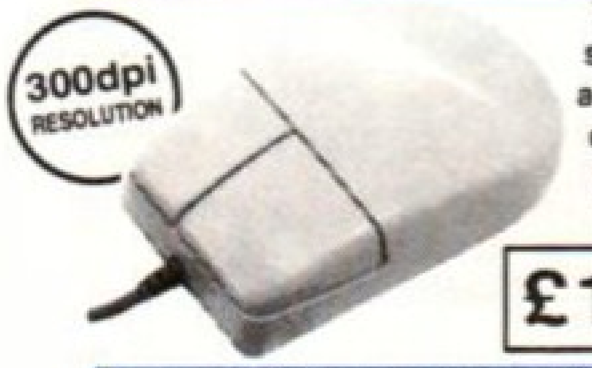


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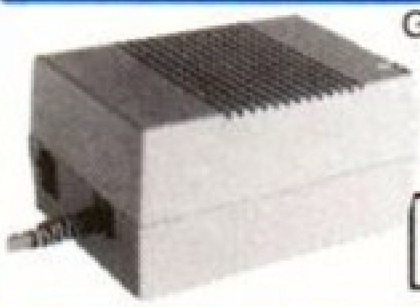
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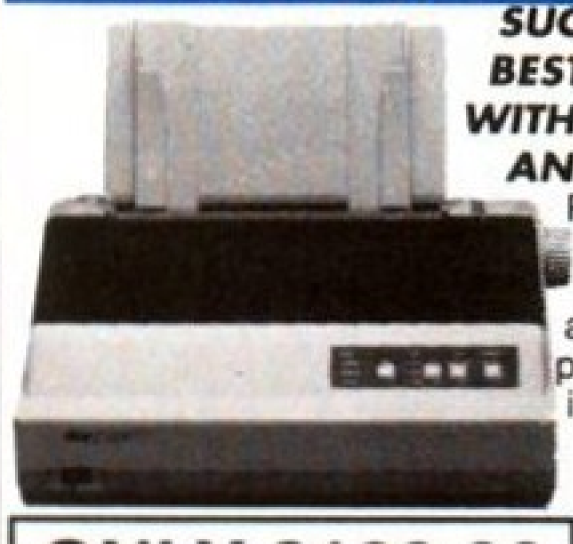
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TOP TEN AMIGA BUDGET PRICE CHART

1(1)	**First Division Manager**	Code Masters	£7.99
2(-)	**Magic Land Dizzy**	Code Masters	£7.99
3(2)	**Rainbow Islands**	Hit Squad	£7.99
4(6)	**James Pond**	GBH	£7.99
5(3)	**F16 Combat Pilot**	Action Sixteen	£9.99
6(7)	**Lotus Turbo Challenge**	GBH	£7.99
7(5)	**Scooby Doo & Scrappy**	Hi Tec Software	£7.99
8(4)	**Manchester United**	GBH	£9.99
9(-)	**Turrican 2**	Kixx	£7.99
10(-)	**Wacky Races**	Hi Tec Software	£7.99

LAST YEAR'S TOP TEN FULL PRICE CHART

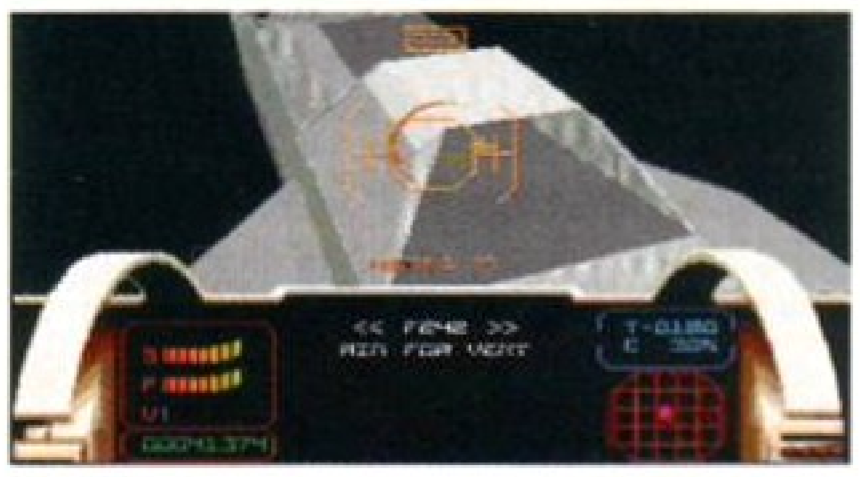
1	**F-15 Strike Eagle 2**	MicroProse
2	**Eye of the Beholder**	US Gold
3	**PGA Tour Golf**	Electronic Arts
4	**Secret of Monkey Island**	US Gold
5	**Lemmings**	Psygnosis
6	**Hero Quest**	Gremlin Graphics
7	**Railroad Tycoon**	MicroProse
8	**Armour-Geddon**	Psygnosis
9	**Switch Blade 2**	Gremlin Graphics
10	**Cricket Simulator**	Soundware Int.

THE TOP 30 AMIGA FULL PRICE CHART

1(3)	▲	**Epic**	Ocean	£29.99	34%
2(-)	New	**Secret of Monkey Island 2**	US Gold	£37.99	FG95%
3(-)	New	**Sensible Soccer**	Renegade/Mindscape	£25.99	FG91%
4(-)	New	**Jaguar XJ220**	Core Design	£25.99	79%
5(-)	New	**Striker**	Rage Software	£25.99	FG93%
6(8)	▲	**John Barnes European Football**	Krisalis	£25.99	42%
7(2)	▼	**The Manager**	US Gold	£30.99	79%
8 (4)	▼	**Project X**	Team 17	£25.99	75%
9(6)	▼	**Formula One Grand Prix**	Microprose	£34.99	FG92%
10(1)	▼	**John Madden American Football**	Electronic Arts	£29.99	FG94%
11(5)	▼	**Eye of the Beholder 2**	US Gold	£35.99	FG91%
12(7)	▼	**Space Crusade**	Gremlin Graphics	£25.99	82%
13(11)	▼	**Jimmy White's Whirlwind Snooker**	Virgin	£29.99	FG91%
14(9)	▼	**Dizzy's Excellent Adventures**	Code Masters	£24.99	Comp
15(-)	New	**Championship Manager**	Domark	£24.99	41%
16(-)	New	**Fire and Ice**	Renegade/Mindscape	£25.99	89%
17(-)	New	**Easy AMOS**	Europress Software	£34.99	FG92%
18(-)	New	**The Addams Family**	Ocean	£25.99	78%
19(24)	▲	**PGA Tour+**	Electronic Arts	£29.99	Comp
20(10)	▼	**Sim Ant**	Ocean	£25.99	73%
21(30)	▲	**Robocop 3**	Ocean	£25.99	FG91%
22(15)	▼	**Black Crypt**	Electronic Arts	£25.99	78%
23(14)	▼	**Pacific Islands**	Empire	£29.99	FG93%
24(12)	▼	**Pinball Dreams**	21st Century Ent.	£25.99	84%
25(17)	▼	**Birds of Prey**	Electronic Arts	£34.99	88%
26(16)	▼	**Special Forces**	MicroProse	£34.99	79%
27(26)	▼	**Harlequin**	Gremlin Graphics	£25.99	78%
28(-)	New	**Apidya**	Play Byte	£25.99	FG90%
29(-)	New	**Graham Taylor's Soccer Challenge**	Krisalis	£25.99	82%
30(18)	▼	**James Pond 2 – Robocod**	Millennium	£25.99	FG91%

Chart sponsored by Penguin and compiled by Gallup Ltd ©1992 ELSPA

Chart Chatter



Epic, a shock chart topper and possibly the most disappointing game of recent times.



A successful entry from *The Secret of Monkey Island 2* is no surprise to anyone. What a game!

Well, it happened, and we can't say we're that surprised. Despite their initial problems with *Epic* (around 2,000 disks were shipped out faulty), Ocean have made it to the number one slot. The word on the street is that this a pure flash-in-the-pan stuff, and you'll soon be wondering why you bought it. Perhaps that's why we couldn't get hold of a review copy before the game went on sale...

Just below the top, the rest of the chart is looking a bit healthier. No less than four brand new games shot straight into the top five this month – and three of those were worthy of the coveted **Amiga Format** Gold. *Secret of Monkey Island 2* needs no introduction – this one is destined to be an all-time classic. If you haven't got it, you're seriously missing out on a real bag of fun. As expected, our football faves, *Sensible Soccer* and *Striker* are both in there with a better showing than the England team – maybe because there's no manager involved in either of them!

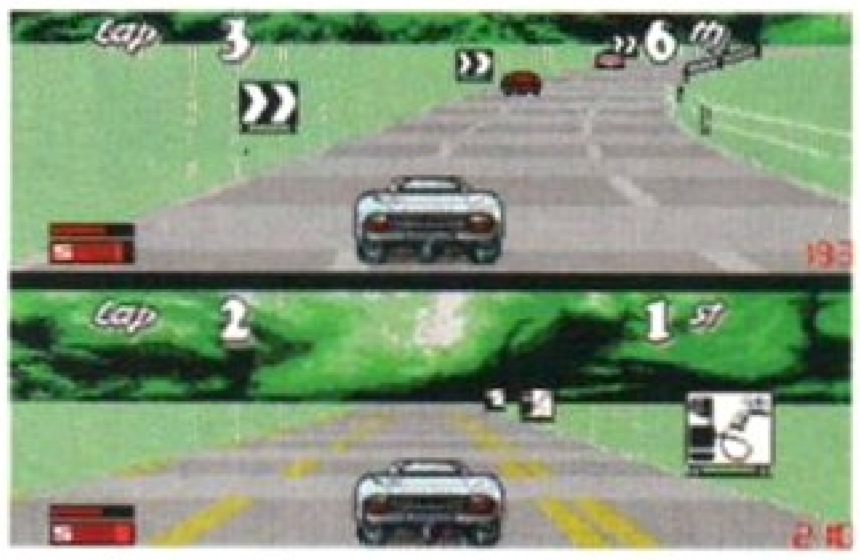
Though it didn't quite live up to expectations, *Jaguar XJ220* is cruising near the front – it'll keep you going until Titus's *Crazy Cars 3* leaves its garage.

The next bunch of newies broke in at the number 15 slot, led by Domark's rather unimpressive *Championship Manager*. We reckon this is bound to get stomped by *Graham Taylor's Soccer Challenge* which crept into the charts at number 29 as a late arrival along with Play Byte's *Apidya*. The surprises were *The Addams Family* and *Fire and Ice* – we were sure these would rocket, despite the scores we gave them, but obviously not.

But the month's most stunning oddity is tucked away at number 17. *Easy AMOS* – the programming language from Europress – makes a rare appearance in the charts.



Sensible Soccer makes it into the charts in a very respectable position as footie fever hits.



Surprise entry is *Jaguar XJ220*, which has made it on the strength of a great Coverdisk demo.

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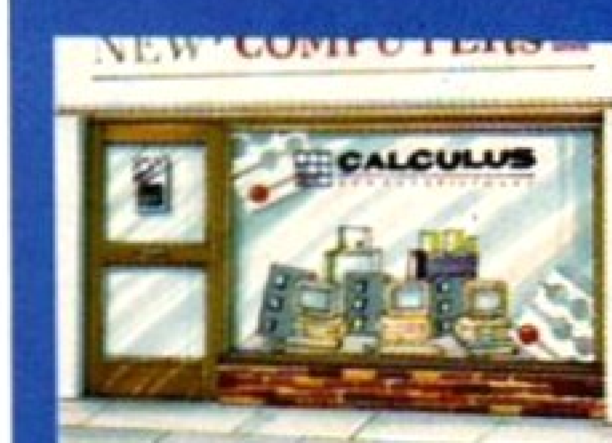
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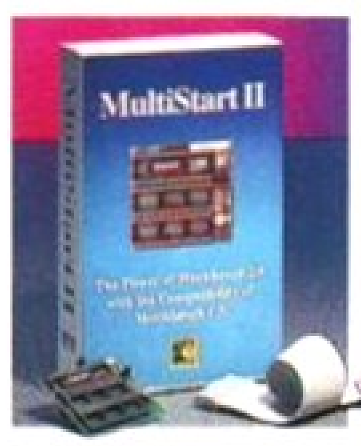
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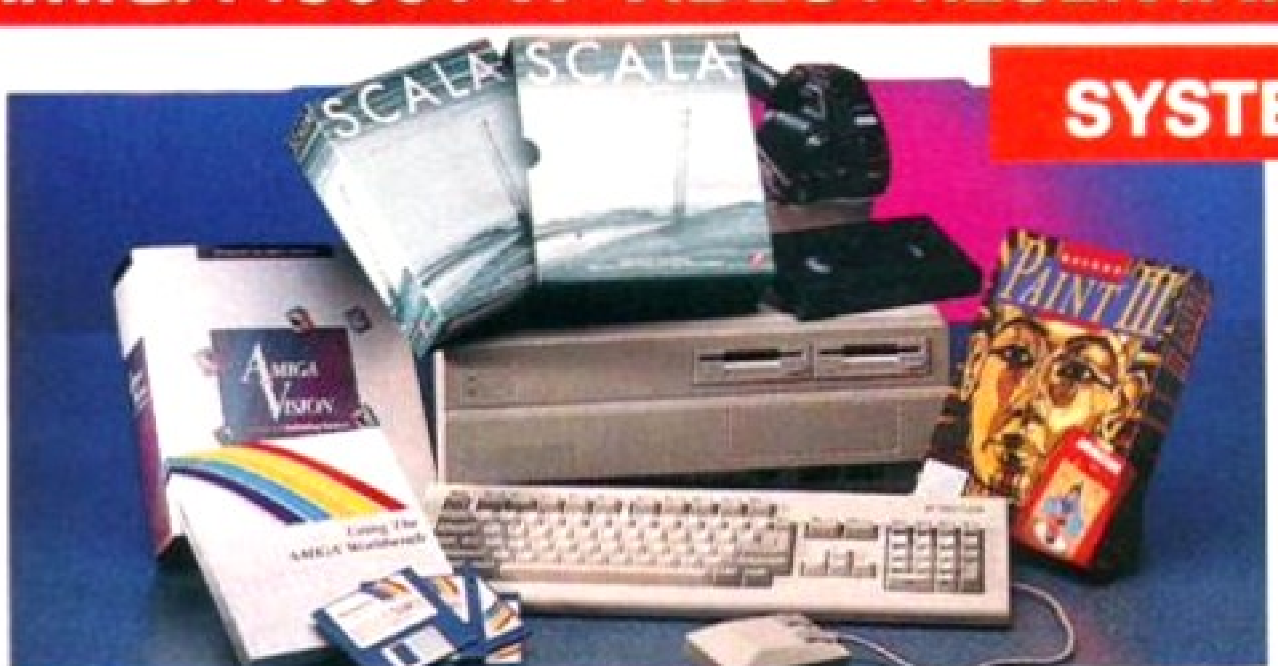
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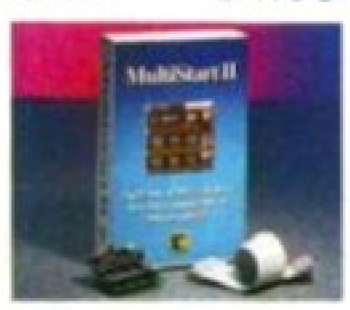
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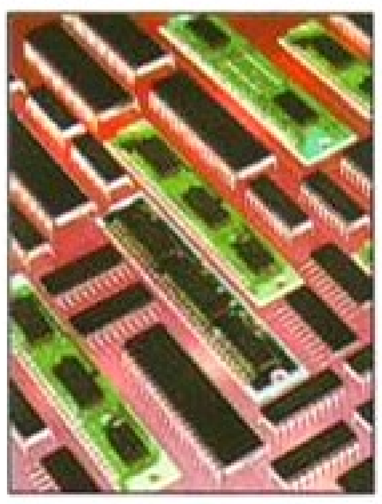
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Chart busters

We'll help you out on the brand new entries in the charts, giving you the most up-to-date cheats available.



The Manager

Select a one-season game to begin with, then borrow a million pounds from the bank, choosing to pay back over 18 months. Since the season is only 12 months long, you never get to the point where you have to pay it all back! This underhand dealing all sounds a bit dodgy to me, but try it anyway - it could work!



Epic

Ocean's long-awaited game is a bit of a real disappointment. We've had piles of letters listing the codes, saying that they finished the game within two hours and feel rather let down. It's not surprising that they finished it when the cheat mode was in the instructions! Still, if you're having trouble anyway, try these codes: AURIGA, CEPHEUS, APUS, MUSCA, PYXIS, CETUS, FORNAX, CAELUM, CORVUS.



Dizzy's Excellent Adventures

There are a few games in the Dizzy's pack, so here's a cheat for Treasure Island Dizzy: type I Can Fly (no spaces) during the intro screen and you're well away.



Sim Ant and Pacific Islands

These are pretty much based in the strategy camp, so we can't really cover that kind of stuff in a few lines. Still, it shouldn't be very long before insect and armoured strategists alike are coming up with guides to these games.



John Barnes European

Another footy game with a more arcade approach in the form of Merseyside's favourite footballer. Despite its high chart position, nobody has sent in any tips yet, so if you think you've got something useful, send it in.



Eye of the Beholder II

Load the game as normal and select 'Create New Party'. When the empty boxes appear, click on the top-left box, then select race, class, alignment and portrait. Now go to the Modify box and boost all the statistics in this order: Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma and Hit Points. Now you can click on Strength and boost it to maximum, regardless of limitation put on the race or class of the character, so now you can have a super-hard wizard.



Parasol Stars

Ocean's *Parasol Stars* doesn't seem to have impacted on the charts to a massive extent, but there are still a few people enjoying it. If you want to find the secret world on this cute platform sequel, then turn to Page 123.

Game Busters

A nice quiet afternoon spent playing your favourite game. What could be nicer? But you get to that difficult bit and die again... and again... and again! The frustration builds. Your Amiga is close to being thrown through the window, when along comes **Maff Evans** with Gamebusters to help you out.

Shadowlands - Part 2

Last month we gave you a guide to the first five levels of this Format-Gold winning variation on the dungeon adventure theme. This month we have a host of maps and tips to help you through to the end of the game.

LEVEL 6

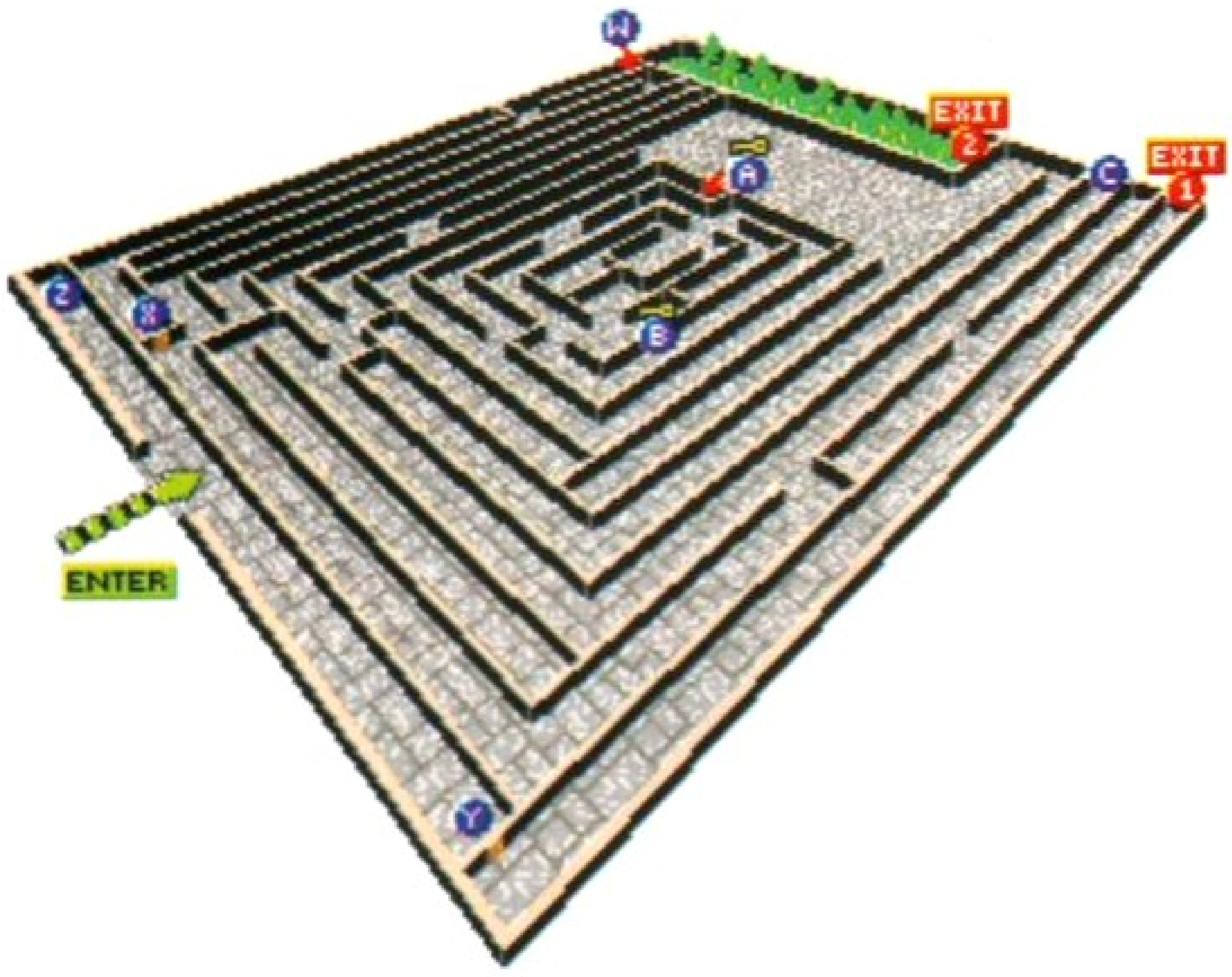
On this level there are a number of keys and switches which open doors elsewhere in the level. Look at the map and refer to the list to see which items open certain doors.



Switch A opens door B.
Key C (which is found in the chest) opens door D.
Once through door D, throw fireballs down the corridor until key E appears.
Key E opens lock F.
To collect key G, operate the switches in this order in quick succession: 2 4 3 1.
This will give you access to the room. Key G will then open lock H.
Collect key J to open lock K. Incidentally, you will need an empty chest to solve the "I am 1, Act like 6" puzzle.
To exit the level, use teleport T.

LEVEL 7 - THE MAZE

This map is only a rough guide to positions and so is not to scale.



Switch C opens wall Z.
Key A opens door Y.
Key B opens door X.
Lock W is opened by the key at the end of 'The Egyptian'.
Collect keys A and B, then use wall switch C. Now go through Exit 1 to get to level 8.

LEVEL 9

Position your men (using the chessboard controls) to copy the switch pattern, then move the team forward to operate all four switches in unison. At "Light falls" throw a lit torch down into the pits in order to open the next set of doors. Now extinguish both torches to open the next doors.

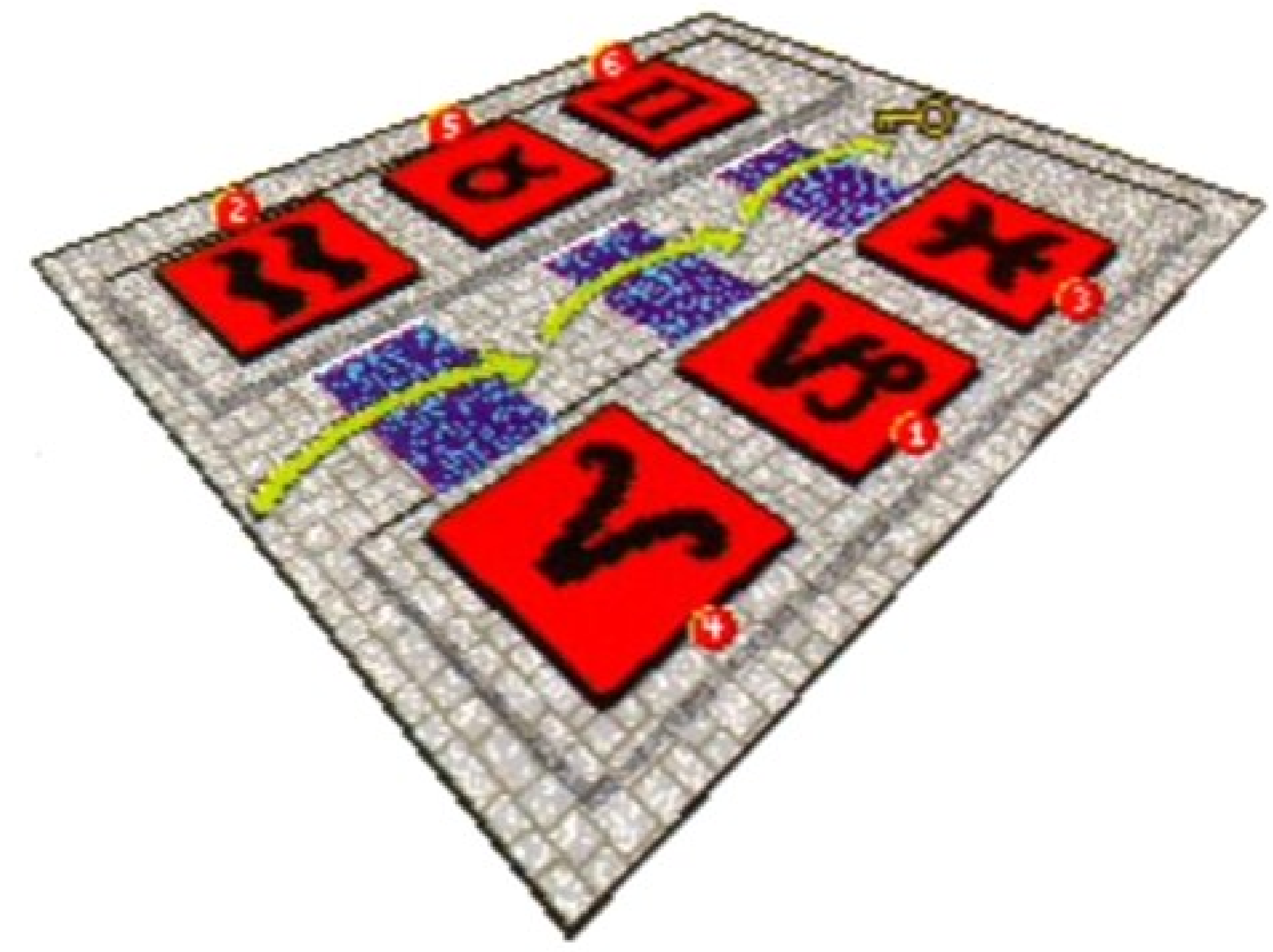
Throw a fireball into the right-most teleporter to close the pit and open the wall. Go around "Fire straight" and send a fireball straight over the pits. Eventually, two teleporters appear. Go into them and warp over the pits.



Read sign X and it will teleport you. Try and read all the signs that you come across, since they will all teleport you. This is the sequence: X - Y - Z - A - B - C
Key K opens lock L.
Key G opens door M.
At *, teleport out and go back around to H.
Exit through E to get to level 10.

LEVEL 8 - THE EGYPTIAN

Throw three coins at the fountain (or urn) at the end of the long corridor (past the sarcophagi). Once you've done that, come back to the double doors near the entrance and press the secret switch near them. Now press the second secret switch to gain access to the Zodiac Room.



To get the key, you need to place two men on each pressure pad in the order of the Zodiac signs. Each time you activate a switch, your key collector can advance one step without being teleported. Operate the switches in this sequence:

1. Capricorn
2. Aquarius
3. Pisces
4. Aries
5. Taurus
6. Gemini

Once you've collected the key, go through the double doors.

To solve the 'Sacrifice Puzzle' stand one character with no items at the end of the corridor and get a second character to throw a fireball at him. The fireball will explode inside the altar and the doors will open. You can now exit through these doors. Use the secret switch "Send an appropriate sacrifice" to create a teleport, then throw a fireball into it. Be careful! If you mistime the shot, the fireball will reappear behind you!

Walk the characters carefully around the pits (ignoring the switches - they do nothing) and push the secret switch in the alcove at the end of the passage (with the snake and torch). Now you can enter the shop - but don't buy the third item! Now exit the passage.

There are now a number of puzzles to solve.

"Read the hieroglyphics"

Light all the decorated walls by walking around them. Eventually the keys you require will appear. All four keys must be collected to open the next series of rooms.

"Send me your champion"

Operate the three switches and send your best fighter through the door. Leave all his items behind (hence the "Travel Light" message) and walk him over to the switch. He will then teleport beyond the axe. Now press the secret switch, enter the room and kill the minotaur using the torch.

Collect the chest containing two keys and use one to let yourself out. Kill the other minotaur (again, with a torch) and put the two spare keys in the locks by the steps. This will create a teleporter back in the "Send me your Champion" room. Reunite your characters using the teleporter and collect the chest in the secret room beyond the steps. No go down the steps into level nine.

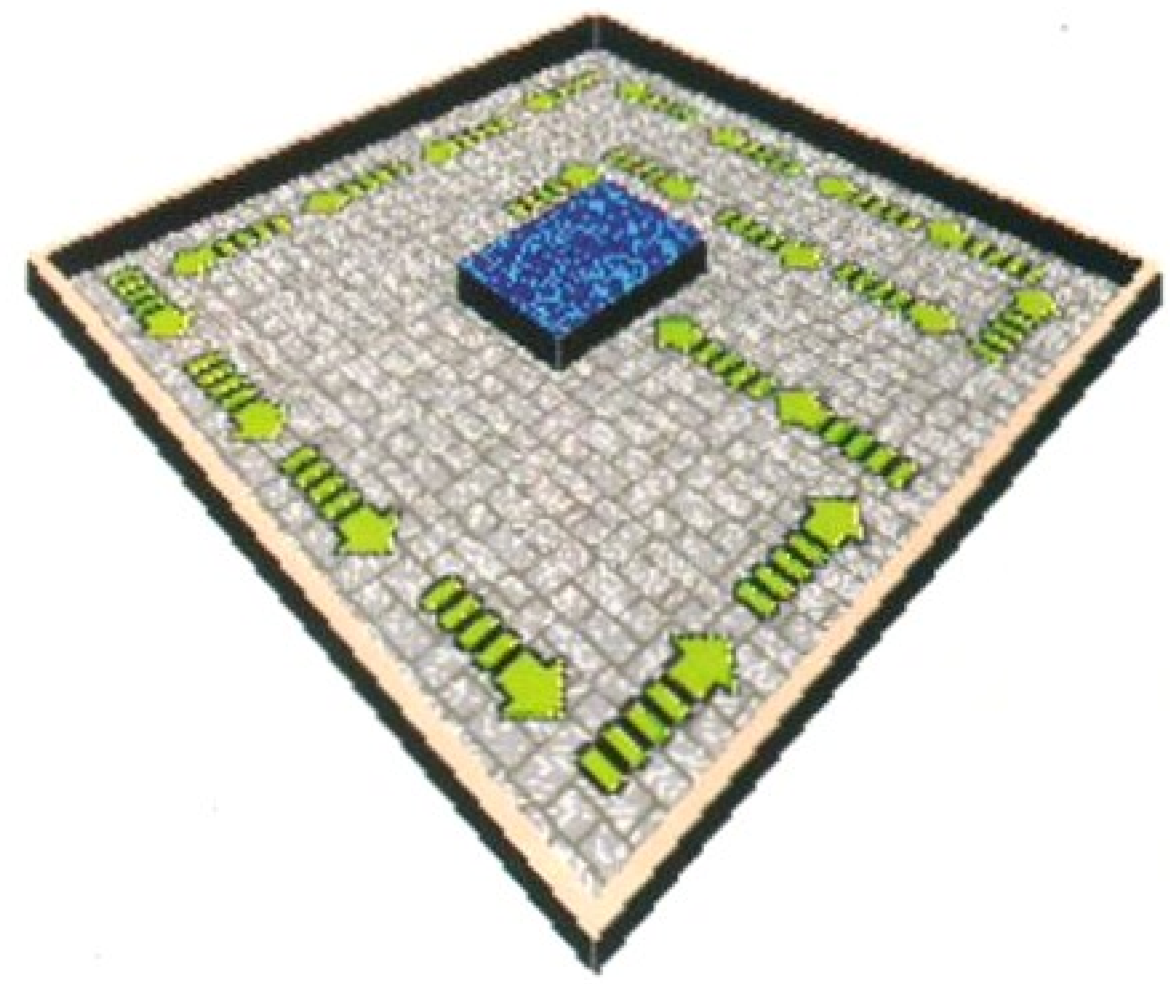
LEVEL 10



Pull switch A.
Push secret switch B to open walls C and D.
Open and go through door D, then stand in corner E to open walls F and G.
Solve puzzle H by following this sequence: Switch – Teleporter - Fireball. This opens door J. Go in and collect the chest, which contains key K.
Use key K to open either locks L or M.
Collect key R or S to open lock P or lock Q.
Open door P or Q and go in. If you go via P, you will need a 2.5 kg weight. If you go via Q you will need three gold coins - but NO MORE!
Kill the two Anubis attackers, collect the keys and exit into level 11.

LEVEL 11 - THE GATEWAY

Use all the gateway keys to travel from room to room in this pattern:



When you reach the final teleporter, collect the woodland key and enter the teleporter. You will reappear in The Maze. Open the Woodland door and walk to the steps (Exit 2). Then simply descend the steps into level 12.

LEVEL 12 - THE CAVE

Simply exit the level via the teleporter.

LEVEL 13 - THE TEMPLE

Find and kill the Overlord (the cloaked figure), then collect his key and use it to enter the Temple Room.

You will then have successfully completed the adventure.

JOHN MADDEN AMERICAN FOOTBALL

How many of you NFL fans remember the kick-off technique that the Washington Redskins used in their Superbowl win? How would you like to carry out this technique in the Format-Gold winning conversion of the sport? Well read on...

First of all, you have to select whether to be the All Madden team, Minnesota, Cincinnati or Kansas City. Choose to be the kicking team and when you kick off, drive it to the right with no power at all. The ball should drop straight into the hands of your player, leaving you in possession at about your own 40-yard line.

This also works after scoring, so you can keep possession throughout the game, unless you get turned-over!

Ian Hawkins
Woking, Surrey

APIDYA

This is certainly an incredibly slick shoot-em-up – and it got a Format Gold – plus it's got all the fancy extras you'd expect. However, it is a little on the hard side. Try these codes (followed by return) on the title screen to make things easier.

Code	Effect
SHOWCREDITS	To see the end of game sequence
MISSHONEYBEEA	To start at level two.
HASTALAVISTA	To start at level three.
DEPUTYOFLOVE	To start at level four.
SNEAKPREVIEW	To start at level five.

Mark Swaisland,
Warrington, Cheshire

PARASOL STARS

This worthy successor to Rainbow Islands has its fair share of secrets, but do you know how to find any of them? Try this one for size.

To get to the hidden world you need to be able to get to world three. The fourth screen consists of a large chamber in the middle with prawn-like creatures flying inside. As soon as you start the level, jump up the side platforms to the top of the screen and collect a large lightning bubble. When the heart symbol appears, fall down the side of the box and launch the lightning across the screen to hit the heart (and take out a few creatures).

Kill the rest of the creatures by collecting drops and shooting them into the box as you fall, then go back to the top AS SOON AS YOU KILL THE LAST ONE! Collect a single drop and fall down the side, zapping the top row of fruit. Quickly jump off a drop to get into the box and collect all the rest of the fruit. You will now leave world three and go to the secret world, but it's a pretty tough level, so watch out!

James Meachin,
Porthcawl, Mid Glamorgan



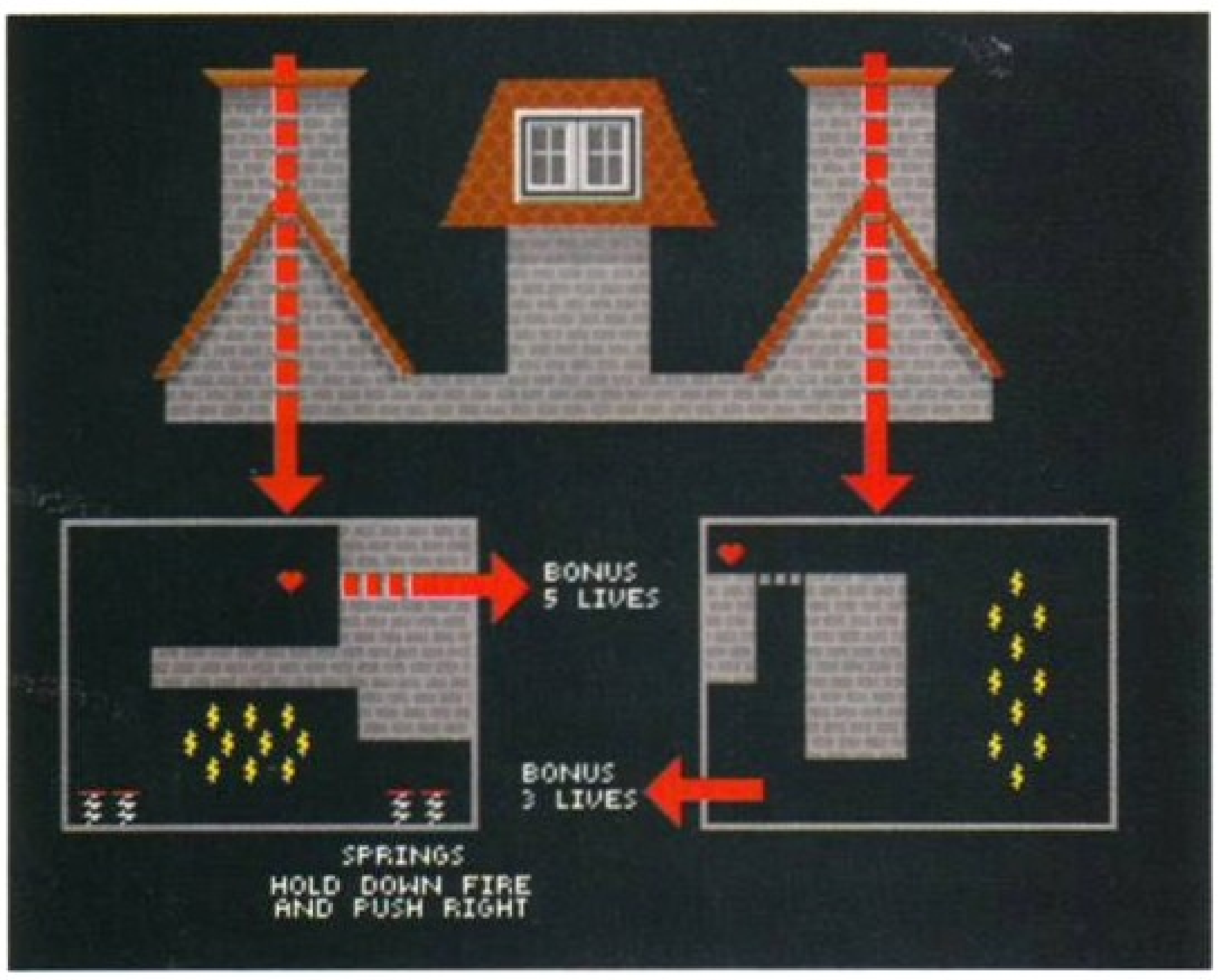
Collect five bubbles to give yourself a large lightning bubble. Then fall down the side and unleash it at the heart to discover a secret world.

The Addams Family

Some gamesplayers may be getting outspooked by the weird members of this family, particularly if they're struggling with a platform game. Check out these essential hints to try and find a little more help 'do what you want to do' in the game.

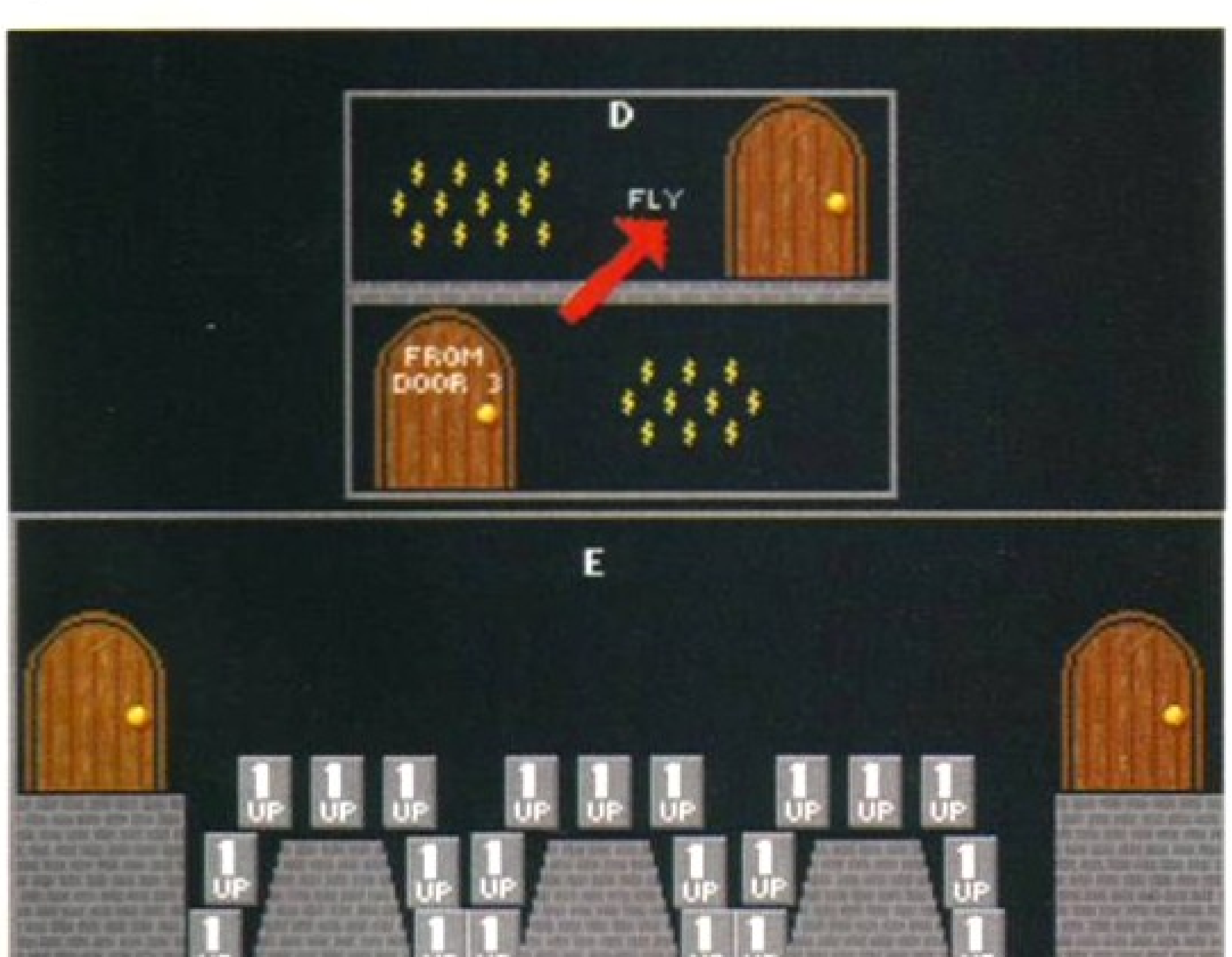
£50

1) The Top of the Addams Mansion



By going left at the start of the game, you can climb up the rope of the noose and jump onto the fez. This will allow you to fly up to the chimneys. To enter a chimney, stand on top of it and pull down on the joystick.

3) Extra Lives

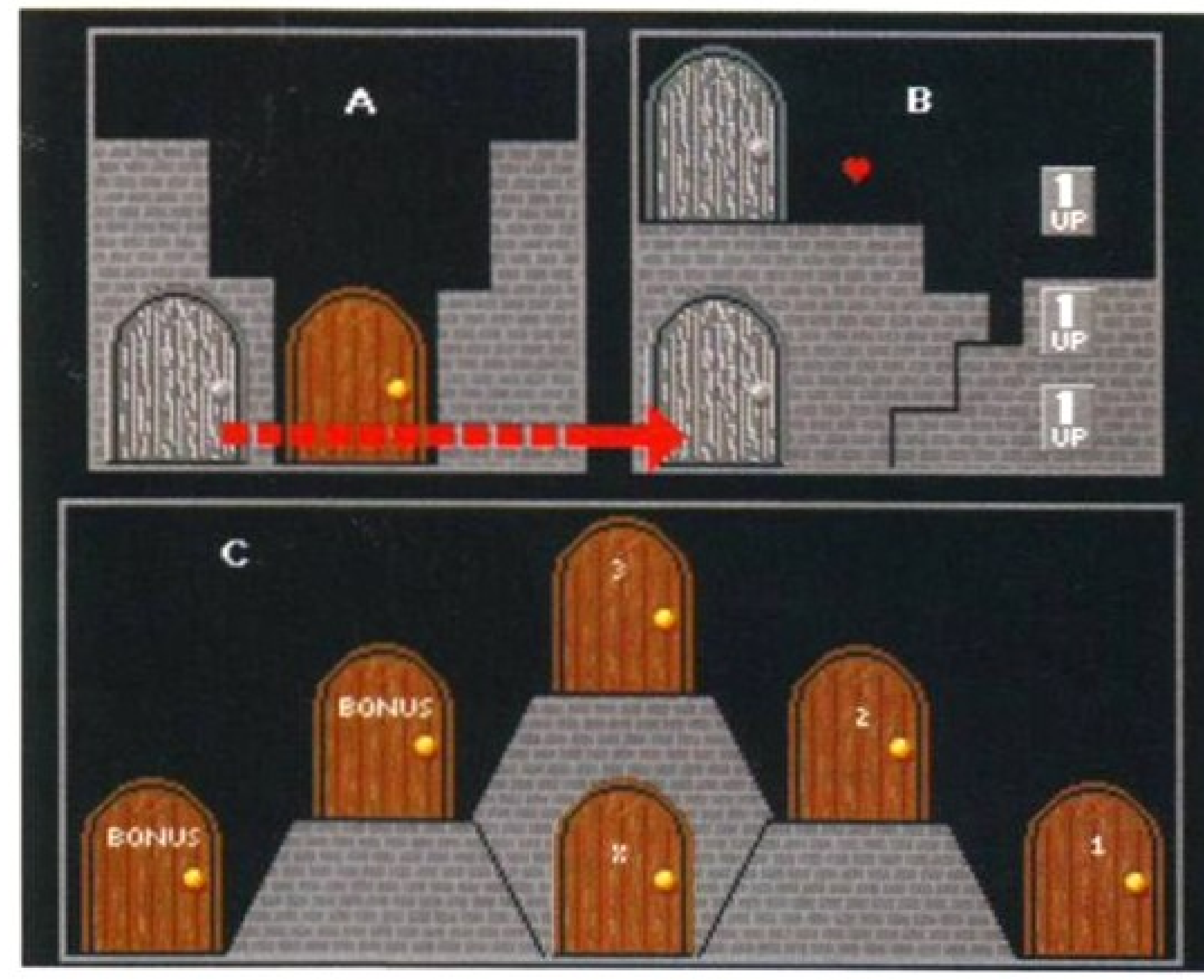


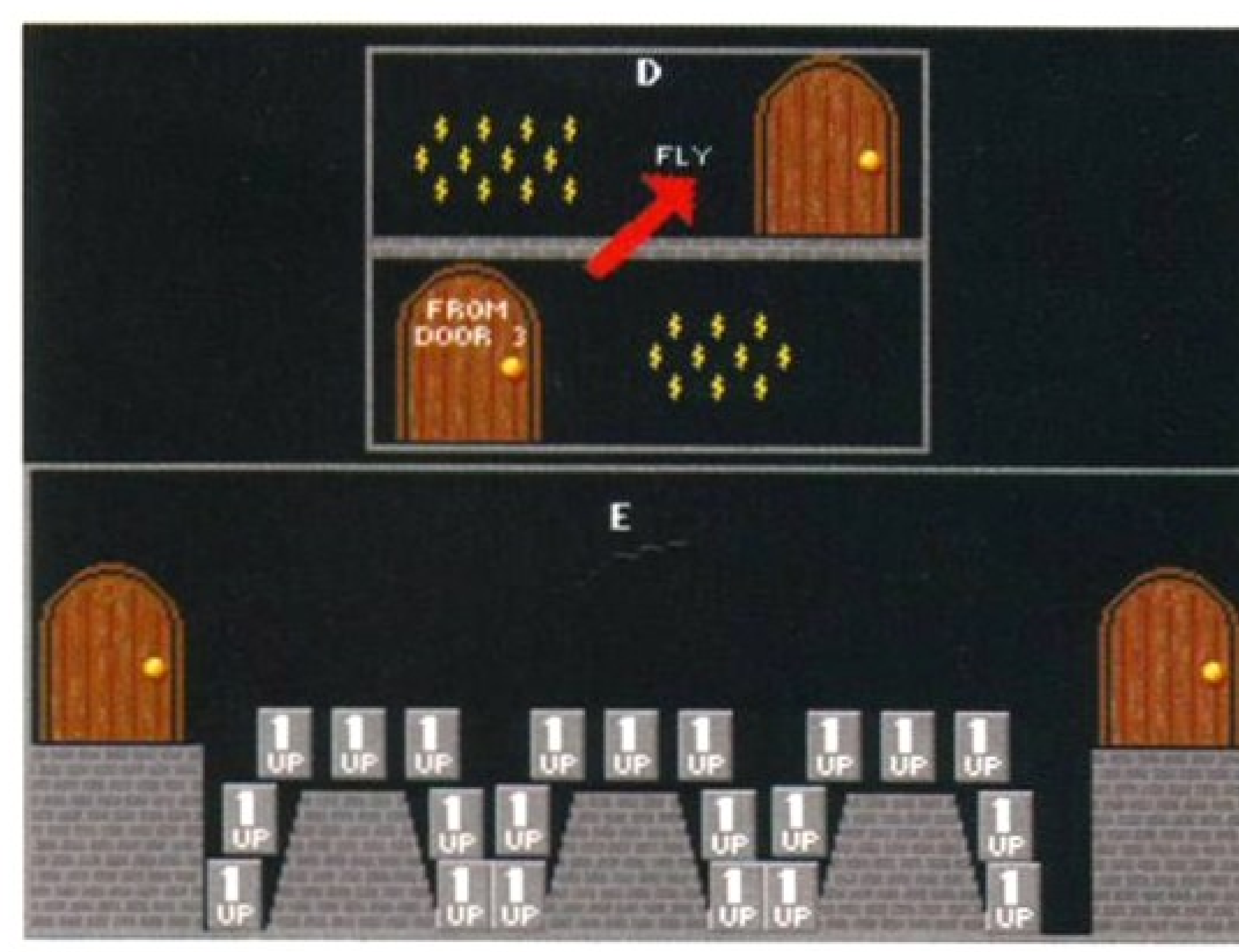
When you finish your first game and the 'Continue/Exit' screen appears, go left, off the screen, to find four extra lives. Pick these up to start the next game with nine lives.

Seeing as you can collect these four lives, gain an extra 23 from bonus rooms, collect eight from the chimneys and gain one extra for collecting $100, you can have a total of 41 lives!

Richard Jenkins
Great Barr, Birmingham

2) The Hall of Stairs





When in the Hall of Stairs, go to the bottom left-hand corner and push up to get into a secret door (map A). You will then be taken to a new room (map B). Go to the top left-hand corner and push up again to enter another secret door. This will take you to the big bonus room.

The important rooms here are one, two and three. Go to room one and collect the trainers, then go to room two to get the fez. Fly back, enter room three and quickly go up before the fez runs out. Enter the door to get to a big room full of extra lives. Now you can go back to the chimneys and enter any level with loads of lives.

The codes

First Power-up	&1#1F	Second Power-up	?1S1M
Pugsley	V121B	Granny	V&YKW
Wednesday	VD2RL	Fester	VL#R4
Third Power-up	BLSRS		

For Morticia, use the third power-up code, go to the piano room, wait for the Addams theme tune to play, then open the sealed-off door.



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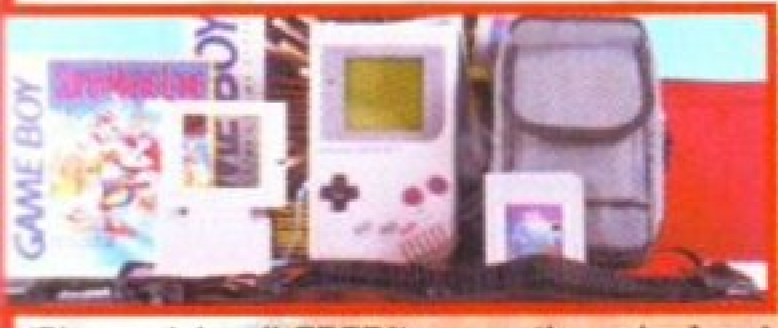
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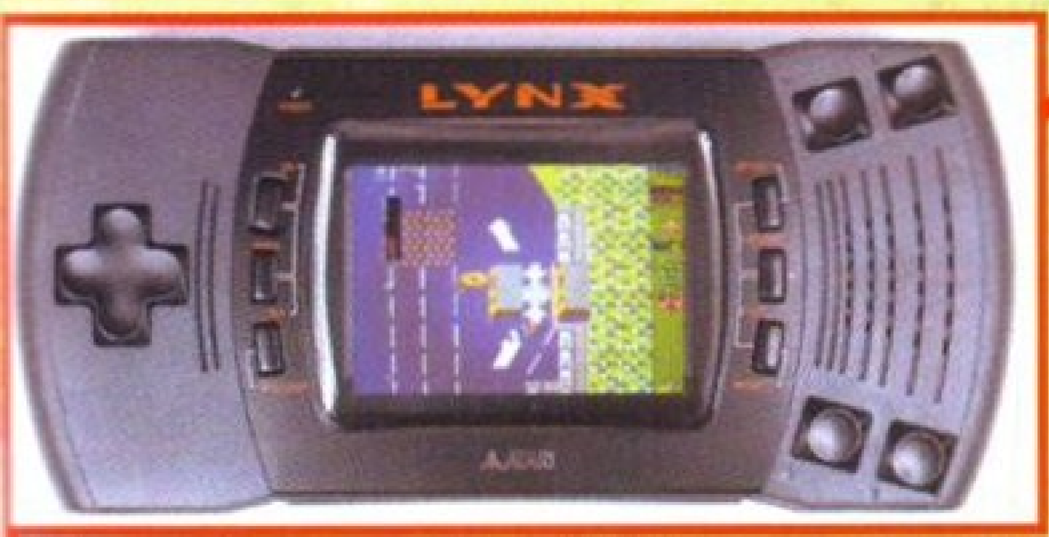


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Helping Hand

Those desperate souls are still crying their hearts out for hints on those well-played but never beaten, games. Step forward Helping Hand with a firm jaw and a fist full of letters to try and quell those plaintive cries!

Keep it clean!

In Issue 34, you printed a cheat for *Captain Planet*. Unfortunately, that cheat doesn't work on my A500 Plus. Do you know of any others?

David Allison,
Huddersfield, West Yorkshire



Did you get Captain Planet bundled with your A500 Plus? Well check out these hints on the game.

Well, not so much cheats, but a couple of hints that a few people have been asking for. The first is a hidden extra on the heart level sent in by Oisin McGuigan.

After climbing the trees and killing the beasties, you will be ready to enter the Eco-Copter. Next to the Eco-Copter, you will see a tunnel going down to where you just came from. Go down the tunnel and manoeuvre your way to the bottom (avoiding the trees on your way). You will then find a bird. Land on its back and you will gain 5,000 points and an extra life.

James Rudge from Banwell has also written in with some tips, outlining the method for completing the fifth level. First of all, you have to get rid of all the toxic cans. When you get to the Eco-Copter, follow the slope (where the boulders have been rolled) until you find some pit-ponies (even though they look like dogs). Take them up to where you came out and drop them into the field. This should get you much closer to the end of the level.

The cat's whiskers

£25

A note to Sylvester the Cat in Issue 32, who was stuck on *Deuteros*. I can help you with your problem!

What you have to do (before setting up any colonies that are outside the sun's system) is get all your shuttles bringing up supplies and advance time until you have 50,000 of everything at all stations. Make sure you have OFs at these positions to insure against attacks:

Earth, Titan, Jupiter, Leda, Hyperion, Phoebe and Ganymede.

You don't really need any others, so destroy any others you may have captured. Once you have full supplies everywhere, make all your OFs build Star Drones. Fill up your Star Class Galleons with 200 drones each and put an Admiral as pilot on each of them. When you have 16 fleets of 200, set a course for Proxsima and take over all the Methanoid OFs. Do the same for Sirius and you will receive the Prejudice Torpedo Launcher. This will come in very useful in taking over other star systems, which should help you.

Alex Churchill,
Throop, Bournemouth

Nice one Alex, a voucher is on its way.

Dungeons and Dirk

In Issue 29, there was a cheat wanted for *Dragon's Lair II*. All you have to do is wait for the 'Timewarp' title screen to appear, then type GET MORDROC DIRK (including the spaces). Press fire to start the game, and the action should play through by itself.

Damon Grave
Wakefield, West Yorkshire

This one was certainly a long time coming, but hopefully it's not too late to help out that poor game player!



Is anyone still having trouble with this pretty looking game? Well look no further...

Empty plates, all round

I recently bought my first ever role-playing game, *Eye of the Beholder II* (of course), but I'm stuck on the level with the Margoyles. I'm in a room with nine plates and on the wall it says to leave many things behind. If I leave some equipment on each of the nine plates the door still doesn't open, so is there a pattern or another switch to open the door?

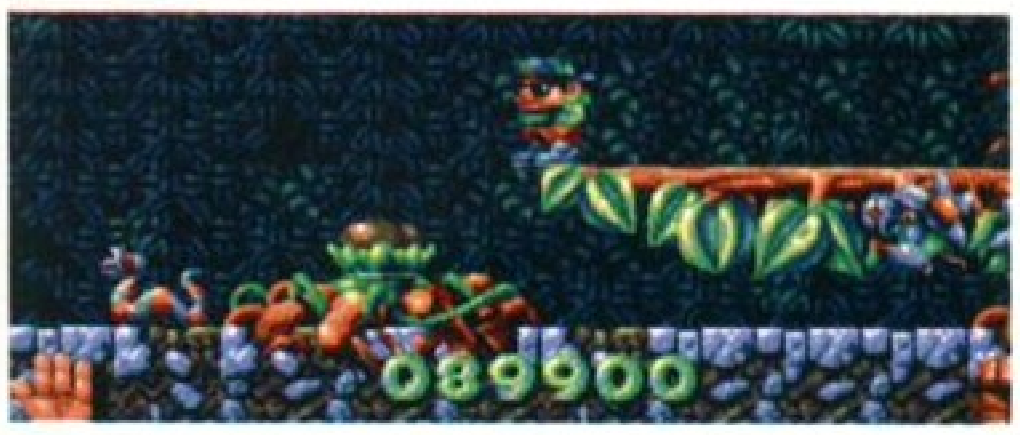
R Saxby
Bristol, Avon

I'm afraid our resident role-player can't answer that one at the minute (he hasn't got that far - tee hee) so if any of you hardened role-players know the answer to this puzzle, then send it in to Helping Hand.

What's it got in its pocketses?

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Here is an answer to those pleas for help with *Magic Pockets*. On the first level, enter three secret rooms using the teleport helmet. In the third secret room, you should find a golden chalice to the right. Pick this up and you will then start each level with full power-ups (fast shots, fast growing shots and the magic potion effect).



There's nothing like a cheat that will give you full power-ups throughout the game.

Here is another tip for making a teleport helmet on the last level. Kill all the baddies (without trapping them) until the sweet counter shows the green wine gum. Trap the next baddy and jump on him to collect three sweets (which should take your score for the level over 5,000). Trap the next baddy to collect a silver star and kill the rest until you are back on to power-ups. Wait until the gold star shows behind your right hand, then trap the next beastie to get a gold star. The teleport helmet should now be yours.

Zane Allford
Abertillery, Gwent

A couple of very useful tips there, Zane. Have this £25 voucher with our compliments.

If you've any queries or answers then send them in. I'm still getting letters asking for full solutions, maps or personal replies. Sorry! But there isn't time to answer letters individually, and there isn't space to repeat solutions, players guides or maps. Check out the Screenplay book on Page 88.

If you're stuck on a particular game or have a solution to a letter printed in the magazine, then write it down and send it in to us at **HELPING HAND**
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HARDWARE

Amiga 500 Basic (1.3)	289
A500 Plus Cartoon Classics	349
A500 Class of 90's Pack	469
A1500 Including Monitor	749
A1500 No Monitor	549
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GVP SCSI 105Mb+8MbRAM(0k)	459
GVP SCSI 200Mb+8MbRAM(0k)	829
45Mb to 520Mb Bare hard disks	POA
44Mb Syquest Removable H/Disk	389
Cumana 3,5" External Drive	55
Zydec 3.5" External Drive	51
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A500 3.5" Internal Drive	49
CBM 3.5" Internal Floppy Drive	119
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Colour Solution(Vidi+RGBsplit)	159
Sharp JX100 A6 Col. Scanner	549
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Philips 8833-II (UK Model)	215
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(Inc. leads+Amiga Printer Drivers)	
Star LC200 Colour	219
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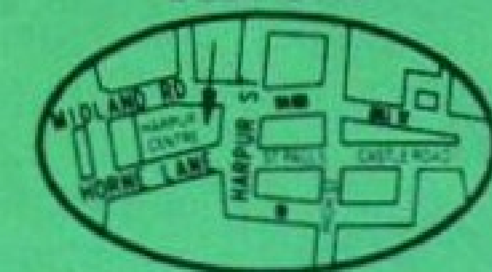
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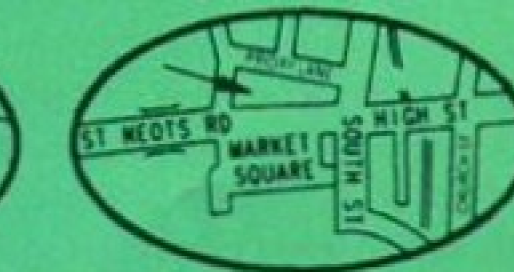
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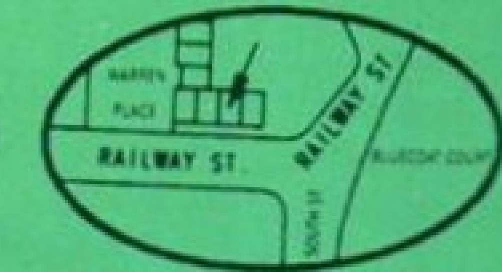
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A year in the life of the Amiga

Now in its fourth successful year, as they say on theatre adverts, **Amiga Format** has passed its third birthday and it's time to take stock of what happened over the last year. The next six pages are packed with information which is bound to come in handy...

FOR YOU AVID collectors of ***Amiga Format***, here's the indispensible index to the last 12 issues. Every time we finish a year of the magazine, we produce an index so that you can find all the useful information on everything we've covered.

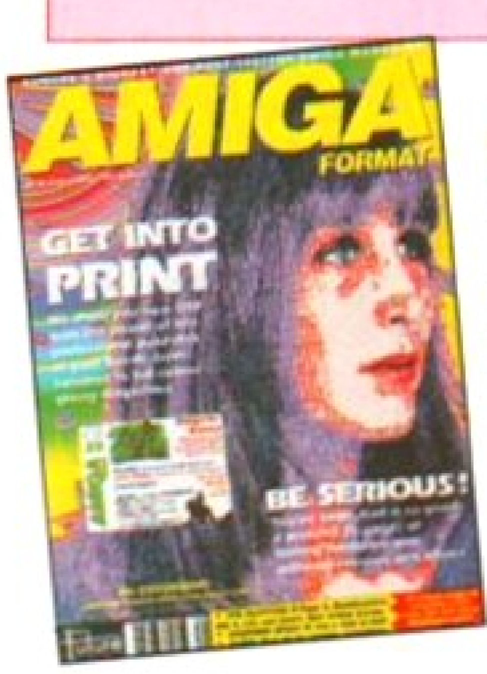
This time last year, ***Amiga Format*** was read by about 115,00 people every month. Nowadays we have about 55,000 more readers on board, so not all of you will have all 12 of these issues. Never mind! You'll still find a lot of this information interesting or useful.

So if you've bought a game recently, why not look up what we thought of it and see if you agree? If you're considering buying something like a hard disk drive, a word processor or a sound sampler, find out what we thought of it before you buy. And if you want to know more about any subject, from animation and DTP to fitting more memory, refer back to the articles we've written especially to introduce you to these sorts of fascinating subjects.

IT KEEPS GETTING BETTER!

Each year, we tot up the statistics for the year and discover that the magazine keeps on getting bigger! Year One is Issues 1-12, Year Two is Issues 13-24, and our third year is Issues 25-36. Just look at these figures!

	Year One	Year Two	Year Three
Total number of pages Involved	1880	2728	2864
Number of games reviewed	216	264	294
Number of Format Gold games	26	27	26
Average of all game scores	69.86	75.11	68.52
Number of items of 'serious'software and hardware reviewed	58	101	167



ISSUE 25

ON SALE IN JULY 1991

IN NEWS: we heard that the paint package *Deluxe Paint* was to be released in a new version 4, becoming the first 32-colour paint package to also work in the 4,096 colours of HAM .

IN THE MAGAZINE: a special feature on DTP showed three different DTP set-ups to suit your pocket, each of which could produce publications of increasing quality. We created 'Harley Format' as an example...



ISSUE 26

ON SALE AUGUST 1991

IN NEWS: the Cartoon Classics pack was announced by Commodore as their Christmas promotion. *Captain Planet, Bart Simpson*, and *Lemmings* were enrolled to attract new Amiga fans.

IN THE MAGAZINE: we led with an exclusive first review of the ground-breaking *Deluxe Paint IV*, plus game gurus The Bitmaps spilt the beans on how the music for their games is created, even giving away some of their own sound samples for use in the music program on the Coverdisk.



ISSUE 27

ON SALE IN SEPTEMBER 1991

IN NEWS: Commodore revealed that the base-level A500 would stay at 1Mb of RAM, plus we speculated that a 'super A500' would soon appear with the Enhanced Chip Set and Workbench 2 in. Which was exactly what happened in November...

IN THE MAGAZINE: we explored the amazing world of True Colour graphics that brings 16 million colours and photo-realistic pictures to your Amiga. We also looked back at arcade classics – the original video games – and asked how well they stood up on the Amiga today.



ISSUE 28

ON SALE IN OCTOBER 1991

IN NEWS: we were looking forward to November's World of Commodore show, organised by this very magazine. When it came it was a runaway success, with exhibits ranging from the prototype CD-ROM drive to Ocean's fairground waltzer!

IN THE MAGAZINE: programming team Vivid Image revealed how they created the graphics for top arcade game *First Samurai*. We also asked a top race driver and an Air Vice Marshal (yes, really!) to tell us what they thought of driving and flight sims.



ISSUE 29

ON SALE IN NOVEMBER 1991

IN NEWS: we examined the surprise arrival of the brand-new A500 Plus, which had gone on sale in Britain without anyone even knowing about it. It was the super Amiga we had predicted two months before, but it had problems: some software wouldn't run on it...

IN THE MAGAZINE: our coverage was led by the full exclusive review of the A500 Plus and a look at the new features that Workbench 2 brought. We also compared word processors with graphics to see which was best and showed you how to use the free music program *OctaMED*.

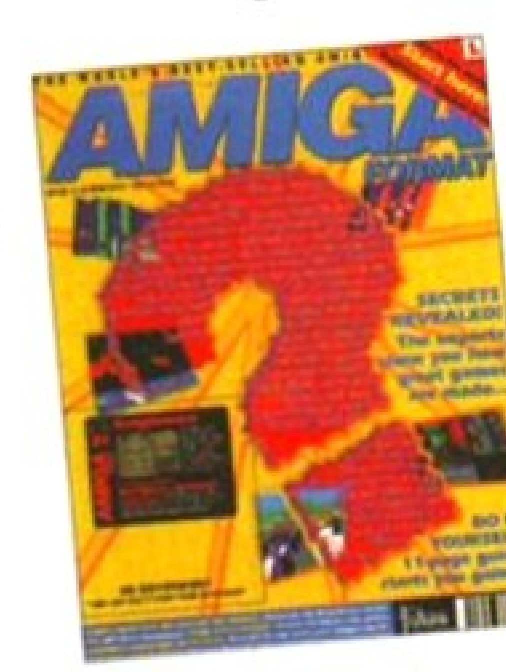


ISSUE 30 CHRISTMAS SPECIAL

ON SALE IN DECEMBER 1991

IN NEWS: we attempted to bring you up to date on thecontinuing story of A500 Plus compatibility problems. But that wasn't really half as interesting as the two complete packages and the special *Xmas Lemmings* demo that came on the two Coverdisks!

IN THE MAGAZINE: a massive look back at the year saw us reveal our personal tastes in games, music, films and books. We also surveyed the enormous changes to the Amiga over the year, as well as asking all the top UK programmers to pick their favourite games... and lots more!



ISSUE 31

ON SALE IN JANUARY 1992

IN NEWS: it transpired that the three millionth Amiga in the world had been sold at the end of '91. Meanwhile, Commodore UK were reckoning that there would soon be one million Amiga owners in Britain alone...

IN THE MAGAZINE: we took a look at how games are programmed, letting the cat out of the bag on all the secrets. We also helped new owners in this beginners' special, asked whether the Workbench 2 upgrade was worth the money and explained how to upgrade to 1Mb of chip memory.



ISSUE 32

ON SALE FEBRUARY 1992

IN NEWS: we reported that Commodore expected the Amiga CD-ROM drive to go on sale in March. We also carried the very first picture of the production model, but soon after we discovered that the name was to change from A690 to A570. Why became apparent in April...

IN THE MAGAZINE: with the CD-ROM drive supposedly on the way, we picked the time to look at almost all the CDTV software we could get our hands on, reviewing 45 titles, the only comprehensive look at CDTV discs by any Amiga magazine to date.



ISSUE 33
ON SALE IN MARCH 1992

IN NEWS: with not much else going on, we thought it time to blow our own trumpet. New figures, independently checked, revealed ***Amiga Format*** had just become Britain's best-selling computer magazine, outselling all the business computer mags. Wow!

IN THE MAGAZINE: animation was the main attraction, with a special feature showing you how some of the techniques used by top cartoonists can be used in your own creations. We gave you the low-down on getting more memory, more chip memory, more...



ISSUE 34
ON SALE APRIL 1992

IN NEWS: possibly the development of the decade, the arrival of the A500 replacement, the A600. We'd known it was on the way for some time but hadn't wanted to jump the gun: in the end, we were the first to bring the full, official details from Commodore.

IN THE MAGAZINE: accompanying DTP package *PageSetter* on the Coverdisk was a full special on DTP, explaining how it's done, what it's best used for and all the jargon. We brought you a pretty stunning Coverdisk full of games and game demos, too!



ISSUE 35
ON SALE IN MAY 1992

IN NEWS: we asked software developers and publishers, to explain what they were planning to do about software on 'smart cards' to plug in the new slot on the A600. Would they stop doing games on disk? Find out...

IN THE MAGAZINE: the first ever feature of its kind showed where to get the raw materials for your graphics and sound creations, making your life a great deal easier. We also majored on reviews of some exciting new graphics packages.



ISSUE 36
ON SALE IN JULY 1992

IN NEWS: the astonishing announcement that the A500 Plus was to cease production for ever gives an insight into the way Commodore are going to go with the Amiga. So the A600 is now the base-level Amiga: does this spell the end for the A500?

IN THE MAGAZINE: we reckoned it was time to take stock of the way the Amiga was going, so as well as a full hands-on test of the A600 and a prototype CD-ROM drive, we looked in details at the issues surrounding the demise of the A500. What is the future of the Amiga?

Coverdisks

COMPLETE FULL-PRICE PROGRAMS

Pioneering as ever, *Amiga Format* has worked to bring you a second Coverdisk with complete software packages that would normally cost a small fortune. Here's a run-down of the packages we've brought you to date, and we'll keep doing what we do best... bringing you the best value there is in Amiga magazines!

Program name	Issue number	What it was
OctaMED	29	Full sample sequencer
Sequencer One	30	Easy-to-use music creation
Graphics Workshop	30	Stunning 32-colour painting
Vista	33	Amazing fractal landscapes
PageSetter 1.2	34	Beginners' DTP made easy
SpectraColor Jr	35	Full 4096-colour painting
CanDo! Jr	36	Explore multimedia-making

COVERDISK GAME DEMOS

The last year has seen some amazing demos of amazing games, including top stars like *Lemmings* and the incredible *First Samurai!* Here's where to find what...

Mega-lo-Mania	25	Sensible Software's game of global domination
Magic Pockets	26	The Bitmap's platform boy with trousers full of secrets
First Samurai	28	Japanese-style platform action from Vivid Image
MiG 29M Super Fulcrum	28	The high-flying Soviet simulation from Domark
Blues Brothers	29	Shady antics and sharp suits from Titus
Christmas Lemmings	30	Three new levels specially written for ***Amiga Format***
Knightmare	31	Tony Crowther's massive TV-inspired role-player
Top Banana	32	The strange eco-friendly platform romp from Hex
Myth	33	The System 3 platform game of historical hi-jinks
Sensible Soccer	34	Sensible Software's stupendous soccer sim
Jaguar Racing	34	High-speed driving action from Core Design
Easy AMOS	35	The programming language that's ideal for games
Crazy Cars III	36	Titus's cop-car beating, flat-out racing game

COVERDISK SERIOUS DEMOS

Who else brings you demos of the top releases in serious software? Top of the pops in the last twelve-month has to be the classic paint program *Deluxe Paint IV*.

Deluxe Paint IV	26	Electronic Arts' superb HAM paint package
Home Accounts 2	29	Household finance planner from Digita
Real Things anims	29	Real life clip art as animbrushes for use in DPaint
Stereo Master	30	Entry level sampler from Microdeal
Easy AMOS	35	An ideal way to start programming from Europress

COVERDISK UTILTITIES

Here's where to find those little programs that make the *Amiga Format* Coverdisk so darned useful...

RunMe	25	Program launcher for HDs
Noisetracker	26	Music prog plus samples
Beeb Base	25	Database for BBC emulator
Fortune	25	Fortune-cookie program
TextEngine	25	Simple word processor
Last Hope	25	Recovers deleted files
Pools predictor	28	Helps you do the pools
NoisePlayer	28	Plays Noisetracker modules
StandAloneDiskMaker	28	Creates self-boot disks
Control Console	28	Disk menu system
PicSaver	31	Saves program screens as IFF
Virus Checker 5.26	31	Virus checker
SysInfo	31	Tells you what's in your Amiga
Hunter III	35	Sample ripper

COVERDISK COMPLETE GAMES

From the minds of our readers is spawned the occasional gem of a little game, so here's where to find yourself a bit of relaxing fun.

Jumper	25	Frogger classic clone
Cracker	25	Mastermind board game clone
Hemroids	27	Asteroids classic clone
PacMan 87	27	PacMan classic clone
Amoeba Invaders	27	Space Invaders classic clone
Girl Actions	27	Galaxians classic clone
Doody	31	Sweet simple platform game
Air Warrior	32	On-line flight sim
Mouthman	33	Another excellent PacMan clone
Biplanes	33	Fun air combat game
Duel	33	3D shoot-em-up
Mutant Camels	34	Superb Jeff Minter shoot-em-up
Croak!	35	Another Frogger clone
Microbe	35	Bizarre original shooty game
Quick Money	35	Simple two-player blasting

MUSIC HARDWARE AND SOFTWARE REVIEWS

In the last year we've been swamped with cheap new sound samplers, so there's no excuse not to have a bash at making your own music. Other outstanding products of the year include Dr T's superb professional sequencer *KCS Level 3* (Issue 29 Page 179 92%), which is worth buying an Amiga for, and the amazing Miracle piano teaching system from Mindscape (Issue 32 Page 125 93%). If you can't play a note, invest in it!



The Miracle system: a decent keyboard, a whole set of piano lessons and lots of fun, all for a bargain £300.

Audio Engineer Plus	Ramscan	34	157	94% FG
Excellent pro-quality sampling hardware and software				
Audition 4	Sunrize Ind	29	181	93% FG
Superb software for use with any sampler hardware				
Beat Studio	PanDAAL	36	162	78%
Cheap sampler, not quite up with the pace on features				
Digital Sound Studio	GVP	36	163	89%
Excellent medium-range sampler at £60. Give it a look				
Dr T's KCS 3.5	Dr T's	29	179	92% FG
Complex, but the best sequencer there is, bar none				
Dr T's X-OR	Dr T's	35	127	72%
Good patch editor and librarian for synth users				
Intersound	Interactivision	28	153	65%
Decent software, but AudioMaster IV is much better				
Megamix Master	Rombo	36	163	82%
Good entry-level sampler, competes with Technosound				
Miracle Keyboard Tutor	Mindscape	32	125	93% FG
Superb combo of keyboard and software for learners				
Stereo Master	Microdeal	32	126	81%
Good beginners' sound sampler				
Sound Master	Oxxi-Aegis	25	127	91% FG
Impressive sound sampler with top software				
Super JAM	Blue Ribbon	35	123	87%
Clever system to help you compose tunes in any style				
Technosound Turbo	New Dim.	26	147	81%
Excellent sampling package for beginners, now updated				
Technosound Turbo 2	New Dim.	36	162	84%
Good sampler for beginners, the best under £40				
Zero G Datafile	Time & Space	32	143	N/A
Compact discs with excellent sounds for you to sample				



Audio Engineer Plus is one of the best and most expensive samplers, but there's been so many cheap ones this year.

HARDWARE AND SOFTWARE ROUND-UPS AND COMPARISONS

Frequently we'll get together all the available brands of a particular kind of hardware or software and compare like with like to see what's the best. Here's what we found in 1991-92...

TRACKBALLS AND GFX TABLETS ('ALTERNATIVE INPUT' ISSUE 28 PAGE 193)

AlfaData TKB-MTA Trackball	86%
AlfaData TKB-MT Trackball	71%
Podscat PT-3030 tablet	86%
Genitizer GT-906 tablet	73%
Cherry MkIV tablet	91% FG

A500 HARD DRIVES ('THE BIG DEAL' ISSUE 28 PAGE 199)

Commodore CBM A590 (20Mb)	69%
GVP Impact Series II (50Mb plus)	92% FG
BSC Oktagon 500 (52Mb plus)	80%
Xetec FasTrak (controller and drive)	82%
Novia 30i (internal, 30Mb, also 20Mb)	73%
Prima 105i (internal, 100Mb, also 50Mb)	82%
IVS Trumpcard (various sizes)	66%
SupraDrive 500XP (40Mb)	85%

WORD PROCESSORS WITH GRAPHICS ('ARE YOU IN THE PICTURE?' ISSUE 29 PAGE 41)

KindWords 2	30%
Excellence!	80%
ProWrite	65%
Pen Pal	95% FG
Wordworth	92% FG

EXTERNAL FLOPPY DISK DRIVES ('LOOSE 'N' FLOPPY' ISSUE 29 PAGE 217)

CBM A1011	34%
Zydec	50%
QTec EX-310	50%
Cumana CAX354	57%
Power PC880B	83%
RocLite RF382C	85%
Golden Image 3A-1D	72%

VIDEO GENLOCKS ('THE GEN ON GENLOCKS' ISSUE 30 PAGE 219)

Rendale Super 8802	69%
MiniGen	65%
RocGen RG300C	72%
RocGen Plus	70%
Rendale 8802	66%
Electronic Design	85%
G2 VideoCentre V3	82%

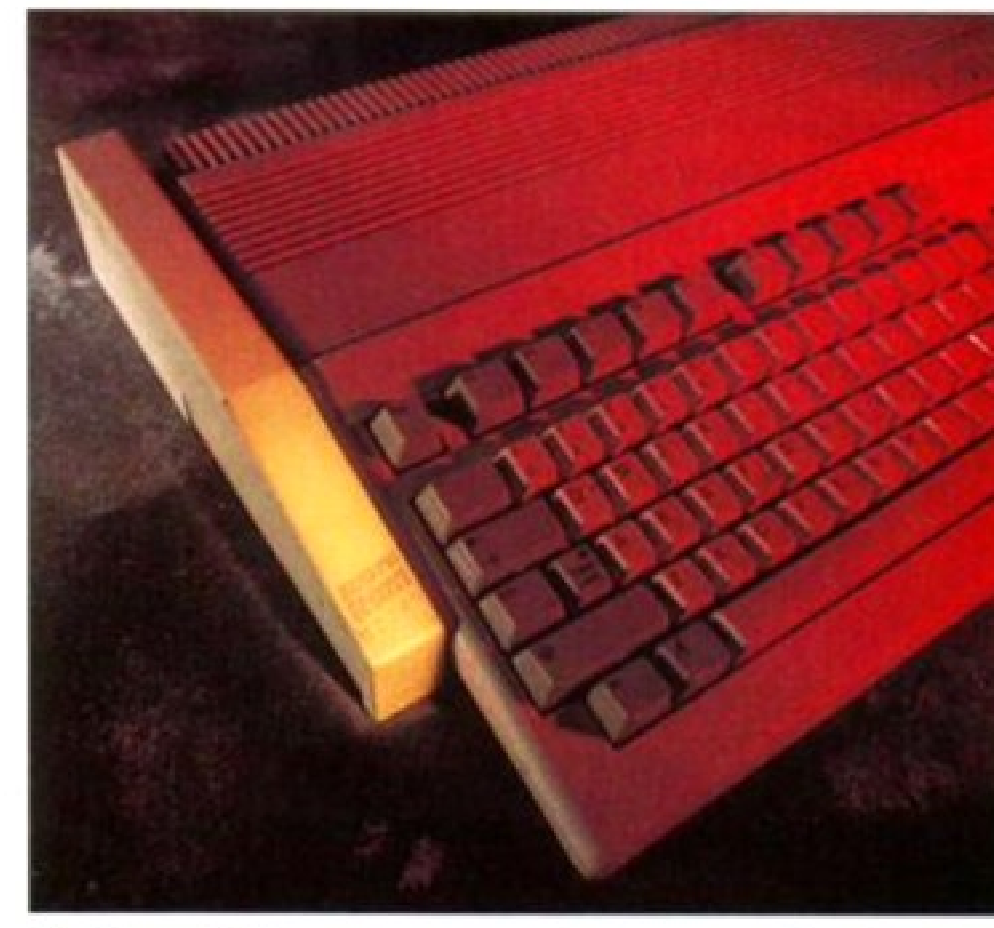
SOUND SAMPLERS ('BRINGING SAMPLING TO THE PEOPLE' ISSUE 36 PAGE 161)

Audio Engineer Plus	91% FG
Sound Master	91% FG
AMAS 2	78%
Perfect Sound 3	63%
Pro Sample Studio 2	43%
Stereo Master	81%
Stereo Sampler MkII	70%
Sound Trap III	65%
AudioMaster IV	94% FG
Audition 4	93% FG
Intersound	55%

HARDWARE REVIEWS

Hard drives, RAM expansions and floppy disk drives are the most popular, but there's a whole range of stuff been tested in the past year. Consistently our favourite expansion for the A500 is GVP's Impact II hard drive, which comes in a range of sizes starting at around 50Mb and was adapted during the last year to be expandable not only with up to 8Mb of RAM, but also with a PC emulator (reviewed this issue) and even a 68030 accelerator (due next month).

A500 Plus	29	33
A600	36	29
A570 CD-ROM preview	36	36



The SupraRAM memory expansion is top-quality, but RAM in hard drives like GVP's HD8+ is now more popular.

ALF3 hard drive	Gasteiner	30	196	82%
Techie hard drive controller card for A1500 and A2000				
A-Max II	Readysoft	27	135	85%
Macintosh emulator h/ware and s/ware, impressive				
Bug joystick	Cheetah	29	125	92%FG
Light of action, neat shape, this is a fave 'stick with many				
Casio TV-8500	Casio	25	155	85%
Superb little LCD telly for use as a monitor				
Concept Keyboard	CKC	26	137	85%
Alternative input for young or disabled people.				
Dataflyer 500	Trilogic	30	195	65%
Hard drive, ugly but can be converted for A1500/2000				
GVP Impact II Combo	GVP	26	132	95% FG
68030/68882 accelerator, RAM and HD controller				
Novia 30i	ICD	27	142	73%
Nicely-made internal HD for A500 from US				
Pilot Mouse	Logitech	25	155	85%
Unusual design arc-shaped, but comfortable				
Prima 105i	ICD	27	143	82%
Beautifully-designed internal 105Mb HD for the A500.				
SupraRAM 500RX	Supra	25	119	89%
Tidy edge-connector expansion for large memory				
Trojan Light Pen	Trojan	30	198	78%
Interesting alternative to a mouse for paint programs				
V2000 memory card	Virgo	25	157	65%
2Mb A500 RAM expansion, Gary chip removal to fit				



An amazing piece of engineering, the Prima hard drive squeezes 105Mb capacity inside an A500.

LOWEST PRICES GUARANTEED!

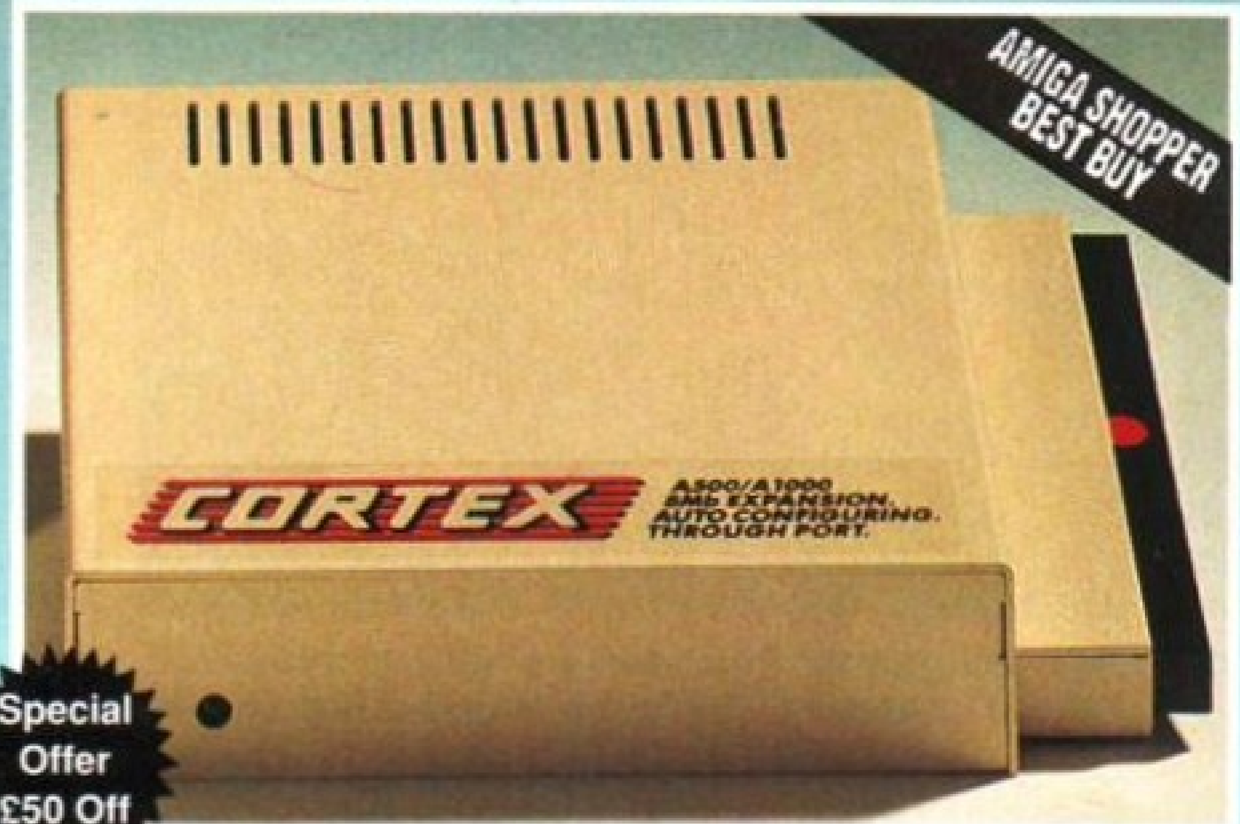


CORTEX 1/2 Mb RAM EXPANSION for the Amiga A500

Essential A500 upgrade - 1Mb Amiga is now standard • Functional equivalvent to A501 • Lower power 1Mbit DRAM • Latest technology high-quality components • 'Fatter Agnus' compatible for 1Mb CHIP MEM • Low profile enable/disable switch • Available with or without battery-backed clock/ calendar module.

CLOCK £22.95

£17.95

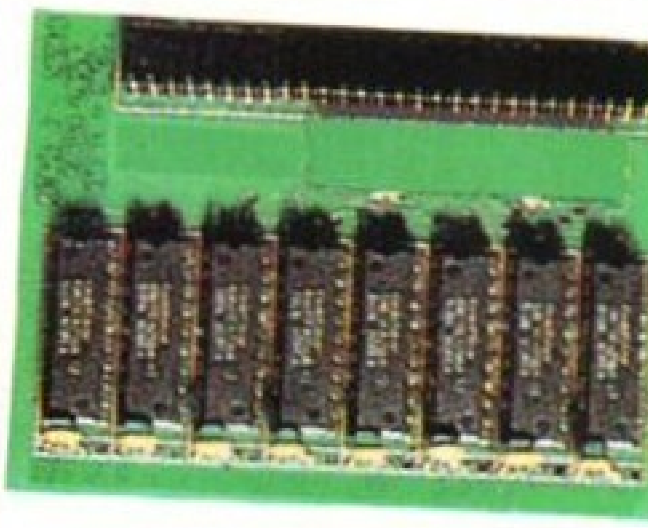


Special Offer £50 Off

CORTEX 8Mb RAM EXPANSION for the Amiga A500/A1000/A500 plus

The **ONLY** RAM upgrade approved by Commodore UK • Fully compatible with A500 *plus* for 10Mb maximum RAM • External fitting (Warranty remains intact) • Through port (covered by blanking plate) • Fully implemented auto-configure • Zero wait states • Compatible with A590 and all major hard disks • Uses1M x 8bit or 1M x 9bit SIMMs • Complete with its own power supply unit (UK, US, or EURO) • FullyA1000 compatible • RAM test software.

2Mb	4Mb	8Mb
£135.00	£191.00	£303.00



CORTEX 1 Mb MODULE FOR A500 *plus*

Gives 2Mb CHIP MEM • Functional equivalent to A501 *plus* • Ultra low power design • Low component count for maximum reliability • Available populated to 1/2MB or 1MB.

1/2 Mb	1 Mb
£25.95	£39.95



GVP 8Mb RAM EXPANSION for the Amiga A1500/A2000

Fully implemented auto-configure • Zero wait states • Uses 1M x 9bit SIMMs 2,4, or 8Mb configurations.

2Mb £159.00

4 Mb	8 Mb
£215.00	£331.00

GVP IMPACT SERIES 2 HARD DISK WITH RAM (A500HD8+)



52Mb Hard disk system with up to 8Mb of RAM • Factory-fitted Quantum Pro-drive, 11ms access • Uses 1M x 8bit SIMMs* (see RAM CHIPS section for prices) • Game switch (hard drive disable) and power supply.

52Mb	60Mb	120Mb
£359.00	£369.00	£499.00

GVP hard disks for A1500/A2000 also available.



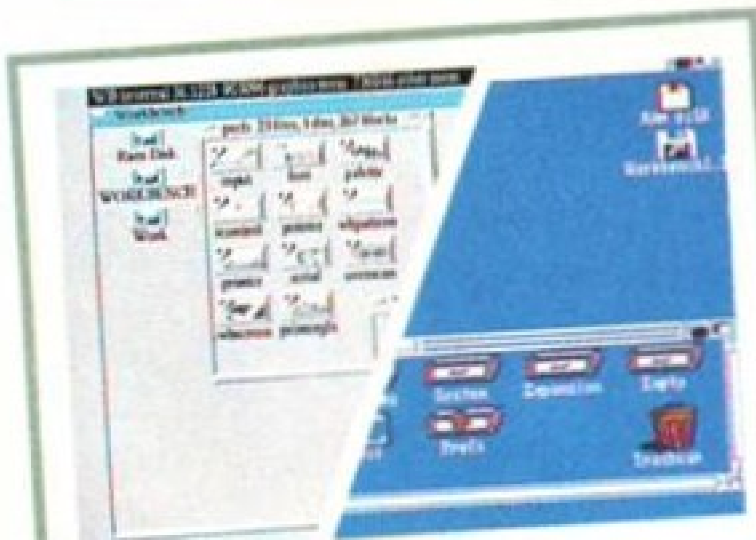
ENHANCED CHIP SET (E.C.S.) UPGRADES

8372A Fatter Agnus **£36.95**

8373 Super Denise **£36.95**

MegaChip 2000 with Super Agnus (allows 2Mb CHIPMEM to be fitted to A500/1500/2000)

See 'KICKSTART ROMS' For ROM upgrade. **£199.00**



ROM SHARERS

Essential upgrade for all A500 & Plus owners. Enables safe and easy switching between 1.3 & 2.04 Kickstart ROMS • Keyboard controlled switching • Has 2 ROM sockets to allow for future expansion. **£26.95**

As above but with 2 position slide switch **£16.95**

KICKSTART ROMS

V1.3 ROM **£29.00**

V2.04 KICKSTART ROM **£33.95**



EXTERNAL FLOPPY-DRIVE

High-quality silent mechanism • Through-port • Enable/disable switch.

£47.95

GVP

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PRICE PROMISE

Cortex will match any genuine price offered by one of our U.K. competitors on goods that are in stock on a like-for-like basis. This offer applies at the time of purchase only and does not apply to prices offered in sales of bankrupt stock, clearance or closing down sales.

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All product bearing the Cortex brand name carries a 2-year guarantee. Other products in this advertisment carry a 1 year guarantee.

All prices include VAT and postage & packaging. All products shipped same day where possible. Allow 14 days for delivery if ordering by cheque. Make cheques/ P.O.'s payable to CORTEX..

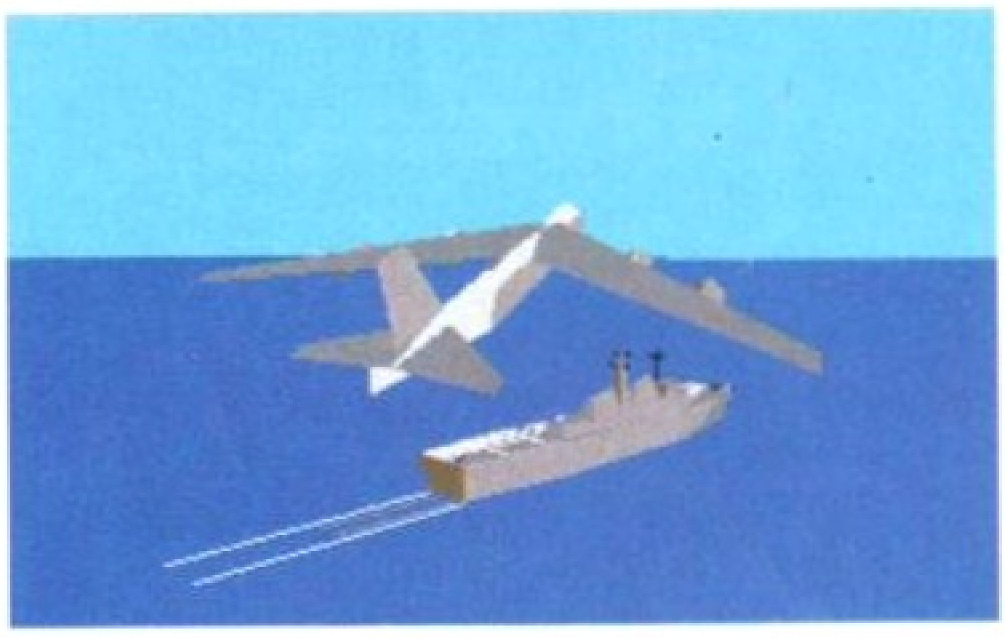
RAM CHIPS

1M x 8 bit SIMMS (for Cortex, GVP etc) EACH	£28.00
4M x 8 bit SIMMS (for GVP etc) EACH	£110.00
256K x 4 bit DIPS (for A590, 2091 ICD etc) EACH	£3.75
1M x 1 bit DIPs (for older A2000 cards) EACH	£3.75
1M x 4 bit static - column mode ZIPs (for A3000) EACH	£19.95

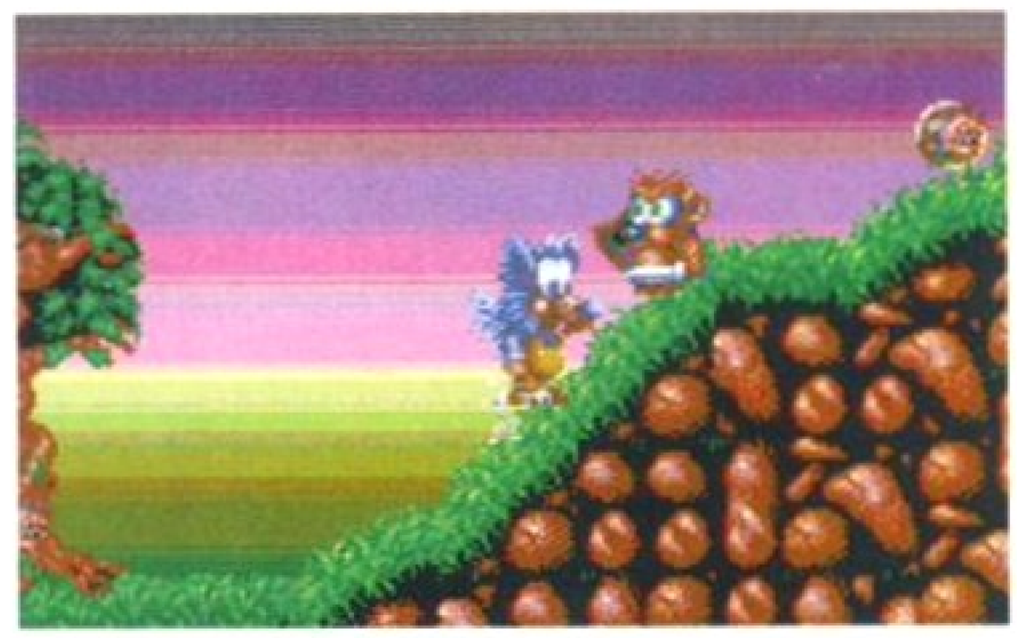
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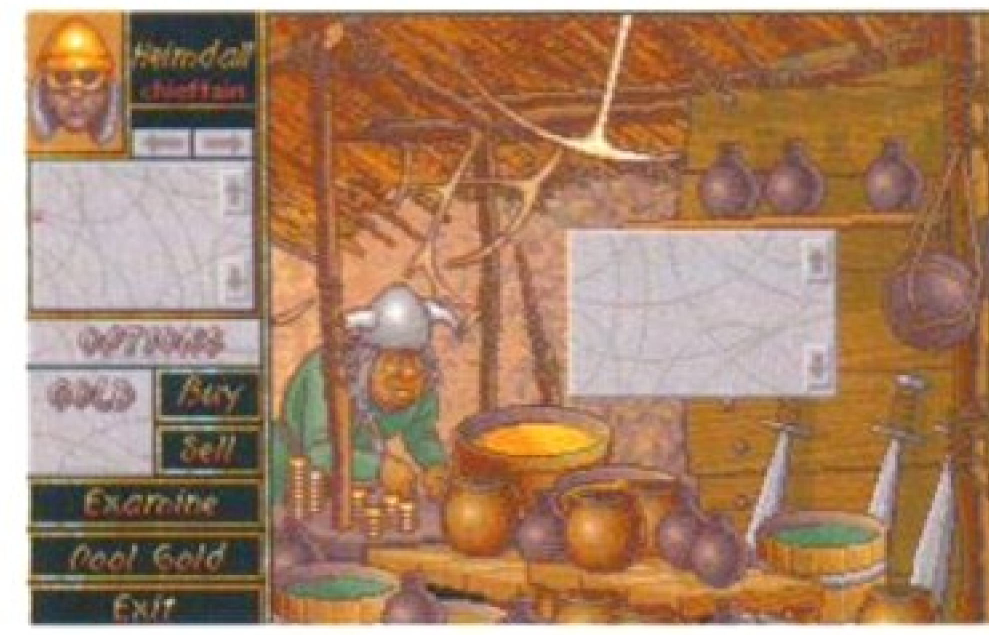
TELEPHONE: 051-236 0480 24 HOUR FAX: 051-227 2482



Much was expected of fligh sim *Birds of Prey* from top 3D coders Argonaut: an 88% score was good enough!



From Graftgold, the team who created *Rainbow Islands*, *Fire and Ice* made a refreshing change in arcade games.



Possibly the most unusual game style of any hit game this year, *Heimdall* boasted the most superb cartoon graphics.

DO YOU WANT to know what we thought of a game that you liked or loathed? Have you seen something on sale cheap and thought to yourself, 'I wonder what that's like'? Here's the place to check on all 295 games we've looked at in the last year.

Remember, the *Format Golds* are the classics but anything that scored 80% or more is well worth having, while scores in the 70s mean this could be right up your alley. Anything marked B is a high-value budget game, while anything with RR next to it is a cut-price re-release, so these could be especially worth buying.

Game name	Issue	Page	Score	
Abandoned Places	31	93	80%	
Addams Family	35	66	78%	
Advanced Destroyer	35	95	67%	B-RR
Agony	35	87	60%	
Airbus A320	31	99	78%	
Alcatraz	35	86	76%	
Alien Breed	29	126	74%	
Alien Storm	31	107	59%	
Altered Destiny	28	74	54%	
Amnios	30	85	61%	
Anarchy	35	94	76%	B-RR
Another World	31	63	82%	
Apache Flight	35	94	69%	B
Arcade Trivia Quiz	26	88	57%	B
Armalyte	26	88	51%	
Atomino	26	61	72%	
Baby Jo Going Home	30	148	58%	
Backgammon	34	81	67%	
Bane of Cosmic Forge	36	84	80%	
Barbarian	25	94	76%	B-RR
Barbarian II	31	90	73%	
Battle Chess II	26	71	76%	
Beast Busters	25	54	41%	
Bill and Ted's Excellent Adventure	25	68	58%	
Big Run	33	86	58%	
Billiards II Simulator	26	88	58%	
Bionic Commando	25	94	43%	B-RR
Birds of Prey	30	95	88%	
Black Crypt	34	78	78%	
Blade Warrior	27	75	74%	
Blues Brothers	29	88	86%	
Bonanza Brothers	31	88	70%	
Borobdur	33	89	35%	
Boston Bomb Club	28	67	74%	
Brides of Dracula	34	74	73%	
Captain Planet	30	101	43%	
Cardiaxx	31	80	37%	
Cardinal o/t Kremlin	26	79	59%	
Castles	35	75	72%	
Castle of Dr Brain	36	95	81%	
Celtic Legends	30	105	85%	
Challenge Golf	26	85	45%	
Champion of the Raj	25	60	57%	
Chariots of Wrath	36	99	42%	B
Chess Champion	34	81	65%	
Cisco Heat	30	129	62%	
Cloud Kingdoms	27	103	56%	B-RR
Combo Racer	33	93	44%	B-RR
Cover Girl Poker	36	87	19%	
Covert Action	36	69	68%	
Cricket	27	104	61%	
Crime City	33	89	70%	
Crime Does Not Pay	25	86	54%	
Darkman	28	102	48%	
Deadline	27	104	42%	B-RR
Deathbringer	30	87	71%	
Denaris	34	86	73%	B-RR
Deliverance	35	69	80%	
Devious Designs	30	99	83%	
Disc	35	95	48%	B
Double Dragon 2	32	84	73%	B-RR
Dune	36	94	79%	
Dynablaster	34	71	87%	
Edd the Duck	36	99	77%	B-RR
Elf	28	78	85%	
Elvira 2	34	55	81%	
Executioner (The)	27	88	40%	
F-16 Combat Pilot	34	86	80%	B-RR
Face Off	29	84	83%	
Falling Jewels	32	82	38%	
Fantastic Voyage	31	108	49%	
Fate: Gates of Dawn	32	78	77%	
Final Blow	30	91	43%	
Final Fight	28	97	60%	
Fire and Ice	36	69	89%	
Fireteam 2200	34	82	78%	
Flames of Freedom	28	83	87%	
Flight of the Intruder	28	63	88%	
Flight Path 737	25	94	10%	B
Fort Apache	30	148	68%	
Frenetic	26	77	67%	
Frostbyte	25	93	69%	B
Fuzzball	30	127	80%	
Games Summer Edition	26	88	51%	B-RR
Gateway/savage frontier	34	67	45%	
Gauntlet 3	27	87	63%	
Germ Crazy	25	91	75%	
Ghost Battle	25	83	69%	
Ghouls 'n' Ghosts	32	85	54%	B-RR
Global Effect	36	83	67%	
Go	34	81	64%	
Godfather (The)	32	81	46%	
Golden Eagle	32	82	59%	
Great Napoleon Battles	33	86	40%	
Gunboat	25	85	72%	
Hagar the Horrible	30	139	59%	
Halls of Montezuma	25	88	43%	
Hard Nova	28	90	42%	
Hare Raising Havoc	33	85	25%	
Harlequin	33	89	78%	
Harpoon Battleset 3	34	82	78%	
Head over Heels	28	65	79%	B-RR
Heimdall	29	101	88%	
Hero Quest	26	87	85%	
Hero Quest Return	35	86	60%	
Hoversprint	35	94	67%	B
Impossible Mission 2	25	93	72%	B-RR
Interceptor	25	59	42%	
International Athletics	27	103	58%	
Jetsons (The)	34	82	29%	
Jupiter's Masterdrive	32	85	87%	B-RR
Kid Gloves	27	104	61%	B-RR
Kid Gloves 2	32	63	79%	
Knightmare	31	71	85%	

A whole year's worth

CLASSICS IN THE MAKING

These are the games that could stand the test of time and become classics, the ones we've picked out as *Format Golds* with a score of 90% or higher. They're all excellent games but for the first time, this year we've got a couple of budget games that have made the grade. With more and more former classics coming out at bargain prices, is this a trend that will continue next year?

Game name	Issue	Page	Score	
Apidya	35	83	90% FG	
Battle Isles	29	69	90% FG	
Cruise for a Corpse	27	79	90% FG	
Eye of the Beholder 2	35	54	91% FG	
First Samurai	29	95	91% FG	
Formula 1 Grand Grand Prix	30	133	92% FG	
Heart of China	32	57	90% FG	
James Pond	33	93	90% FG	B-RR
James Pond, Robocod	29	81	91% FG	
Jimmy White's Snooker	26	59	91% FG	
John Madden's Football	33	59	94% FG	
Links	36	77	92% FG	
Lure of the Temptress	36	80	92% FG	
Mega-lo-Mania	26	56	91% FG	
MicroProse Golf	30	123	90% FG	
Monkey Island 2	36	63	95% FG	
Pacific Islands	35	51	93% FG	
Populous 2	30	81	95% FG	
Robocop 3	32	61	91% FG	
Sensible Soccer	36	58	91% FG	
Shadowlands	33	73	93% FG	
Storm Master	33	64	91% FG	
Striker	36	59	93% FG	
Thunderhawk	26	83	90% FG	
Ultimate Golf	32	84	90% FG	B-RR
Vroom	34	56	91% FG	



The Secret of Monkey Island 2 – LeChuck's Revenge is joint highest-scoring game ever.



Populous 2 shares the honour with *Monkey Island 2* – both scored a massive 95%!



Llamatron 2112 **was a shock top scorer last August: it was a Shareware game, but got a full 89% in review.**

Knights of the Sky	29	121	88%	
Kwik Snax	33	93	55%	B
Last Ninja III	29	104	81%	
Leander	32	81	78%	
LED Storm	25	94	46%	B-RR
Legend	36	87	88%	
Leisure Suit Larry 1	35	53	53%	
Leisure Suit Larry 5	33	78	50%	
Life and Death	25	53	70%	
Llamatron 2112	26	66	89%	
Lord of the Rings	30	130	72%	
Lotus Esprit Turbo	35	94	87%	B-RR
Lotus Turbo Chall 2	29	115	89%	
Mad Dog Williams	33	89	72%	
Magic Garden	29	82	79%	
Magic Pockets	27	69	85%	
Manager (The)	35	87	79%	
Manchester Utd Europe	25	73	80%	
Manchester Utd Europe	36	98	74%	B-RR
Manix	32	85	63%	B
Medieval Warriors	27	98	63%	
Mega Twins	29	125	60%	
Mercenary III	32	69	87%	
Mercs	25	80	72%	
MicroProse Soccer	36	98	60%	B-RR
MiG 29M Superfulcrum	29	73	89%	
Might and Magic 3	35	80	82%	
Mindbender	32	85	65%	B
Moonstone	32	76	59%	
Mystical	32	85	60%	B

of games!

Navy Seals	26	62	65%	
Nebulus 2	27	73	63%	
Necronom	30	117	23%	
Oh no! More Lemmings	31	68	82%	
Onslaught	31	108	81%	B-RR
Operation Thunderbolt	34	86	44%	B-RR
Ork	35	86	72%	
Outrun Europa	29	90	78%	
Parasol Stars	36	72	87%	
Pegasus	29	118	61%	
PGA Tour Golf courses	33	86	72%	
Pinball Dreams	33	81	84%	
Pitfighter	28	89	60%	
Pools of Darkness	35	62	53%	
Populous	30	147	89%	B-RR
Populous World Editor	31	107	80%	
Prehistorik	25	78	68%	
ProFlight	25	65	75%	
Project X	35	76	75%	
Protector	25	94	13%	B
Psyborg	34	82	36%	
Race Drivin'	34	58	45%	
RBI 2	25	75	84%	
Realms	32	75	69%	
Red Baron	32	81	39%	
Renegade	34	86	71%	B-RR
Resolution 101	32	84	82%	B-RR
Return of Medusa	33	83	85%	
Rick Dangerous	33	93	75%	B-RR
Rise of the Dragon	27	85	86%	
Robin Hood	27	101	80%	
Robin Smith's Cricket	27	76	35%	
Robocop	34	86	57%	B-RR
Robozone	30	109	52%	
Rodland	27	92	88%	
Rolling Ronny	28	77	76%	
Rotox	32	84	86%	B-RR



One of many excellent games now available at a bargain price, *Stunt Car Racer* is still a unique experience. Get it!

R-Type II	25	57	88%	
Rugby The World Cup	30	110	82%	
Samurai	35	88	65%	
Sarakon	27	97	60%	
Scooby and Scrappy Doo	29	126	69%	B
Seven Colours	29	126	64%	
Shadow Sorceror	30	102	74%	
Sharkey's Moll	25	94	69%	B
Silent Service II	28	69	82%	
Sim Ant	36	78	73%	
Simpsons (The)	26	65	82%	
Sliders	26	68	60%	
Smash TV	31	74	61%	
Sorceror	27	104	60%	B-RR
Space 1889	31	83	59%	
Space Crusade	34	77	82%	
Space Gun	34	64	57%	
Space Quest 1	36	87	58%	
Space Quest IV	35	61	48%	
Special Forces	35	57	79%	
Spellbound	35	95	51%	B
Spy vs Spy	36	99	84%	B
Stack Up	26	88	80%	B
Starbyte Super Soccer	33	85	63%	
Starglider 2	31	108	88%	B-RR
Starush	36	95	52%	
Steg the Slug	36	98	83%	B
Steve McQueen	32	82	26%	
Stratego	28	92	81%	
Strike Fleet	30	136	80%	
Striker Manager	26	88	53%	
Stunt Car Racer	30	147	89%	B-RR
Super Ski 2	35	88	70%	
Suspicious Cargo	29	76	80%	
Supaplex	30	114	73%	
Supaplex	36	98	44%	B
Super Space Invaders	29	111	83%	
Swap	26	72	59%	
Tangram	25	70	60%	
Terminator 2	29	107	60%	
Thai Boxing	25	94	16%	B
Their Finest Missions	28	102	83%	
ThunderBurner	32	82	22%	
Thunderjaws	28	102	51%	
Thunderstrike	32	85	73%	B-RR
Tip Off	31	66	50%	
Titanic Blinky	30	148	74%	B
Titus the Fox	34	62	81%	
Toyota Celica GT Rally	33	93	73%	B-RR
Turrican	29	126	88%	B-RR
Turtles Coin-op	31	100	60%	
Ultima VI	34	68	67%	
Ultimate Darts	25	94	55%	B
Under Pressure	30	88	45%	
Untouchables	34	86	38%	B-RR
Utopia	28	53	84%	
Vengeance of Excalibur	35	87	64%	
Venus the Flytrap	33	93	82%	B-RR
Videokid	33	67	60%	
Volfied	29	75	72%	
Voodoo Nightmare	33	93	70%	B-RR
W Gretzky Hockey 2	33	86	78%	
Wild West World	31	107	64%	
Wild Wheels	30	148	41%	
Willy Beamish	33	70	44%	
WolfChild	33	85	76%	
World Class Rugby	31	103	68%	
WC Rugby Five Nations	35	70	69%	
WWF Wrestlemania	32	66	72%	
Zone Warrior	28	71	36%	
1st Division Manager	34	86	66%	B
4D Sports Boxing	30	119	79%	
4D Sports Driving	33	61	33%	

WHY EIGHT OUT OF TEN CATS PREFER GAME COMPILATIONS FOR ADDED VALUE!

Why pay more? In our regular *Cheap 'n' Cheerful* section you can find not only bargain-price games but also compilation packs which feature three or four games for the price of one. Often, these compilations are worth buying just for one of the games in the pack. Here's a look at the compilations we've seen this year.

Sport's Best 36 99 75%
Three decent but not inspiring sports-related exploits

Dizzy's Excellent Adv 35 95 77%
Four more fun but unoriginal games from the top budget-busting software house

Fantasy Pak 35 95 68%
Two adventures and a puzzle game in a decent but uninspiring pack

Grandstand 35 95 88%
An adequate footy game with superior golf, tennis and driving simulations. Well worthwhile.

Award Winners 34 86 85%
All top names, here – Populous, Kick Off 2, Pipemania and Space Ace – superb!

The Ninja Collection 34 86 43%
Assemblage of relatively tedious eastern beat-em-ups

Champions 31 108 70%
Decent sports set with Man U footy leading and squash and boxing following up

Soccer Stars 31 108 79%
Ideal footy comp with Kick Off 2 and Emlyn Hughes, plus Gazza

Air, Land and Sea 30 148 83%
Storming pack with simulations Indy 500, Interceptor and 688 Attack Sub

The Dizzy Collection 30 148 78%
Five eggy adventures from the popular budget arcade mould

Mag Scrolls Collection 28 101 83%
Three classic but ageing adventures: Fish, Corruption and Guild of Thieves

The Big Deal 27 104 69%
A great chess game, plus three card game variants. Solid if a little uninspiring

Test Drive Collection 27 104 58%
Program plus four supp disks, but looking a bit aged

James Bond Collection 28 102 79%
Decent pack of playable arcade games, fun enough



The Grandstand compilation is the best we've seen, featuring classic golf and tennis games with good race-driving action and an average footy game.

GRAPHICS HARDWARE AND SOFTWARE REVIEWS

What very nearly qualifies as the big thing of the year is 'True Colour', the new technology that brings millions of colours and photo-quality to your Amiga. But it's so expensive! So this advance was upstaged for most of us by the arrival of *Deluxe Paint IV*, the latest version of the best Amiga program ever, which was the first paint and animation program to work in the 4096-colour HAM mode as well as all the other screen modes. It's a winner!

Title	Publisher	Issue	Page	Rating	Comment
Art Dept Professional	ASDG	26	125	75%	Good image processor/converter, has got better since…
Art Dept Pro 2	ASDG	36	149	85%	Excellent update on the still-dominant image processor
Art Tutor (The)	CastleSoft	36	153	78%	Useful program for learning techniques behind good art
Caligari 2	Octree	34	139	85%	3D modelling system with texture mapping not tracing
DaataScan Pro GS	PanDAAL	36	126	75%	Decent mono hand-held scanner, but not the best
DCTV	DC	31	127	90%FG	True colour bargain including paint and frame grabber
Deluxe Paint IV	EArts	26	23	92% FG	The best paint program now with HAM too – excellent
Design Works	New Horizons	26	121	71%	Structured drawing, simple but lacks necessary features
DPaint III: Presentation Tool video	Video One	28	148	88%	Good video showing how to use DPaint for video work
DPaint III Tutor Video	Audition	28	148	71%	Introducing beginner to the top paint package
Draw 4D Pro	Adspec	29	165	82%	Quick 3D animation with powerful non-trace render
Expert Draw	GeniSoft	35	135	86%	Very good structured drawing program
Genesis	Microlllusions	30	187	65%	Fractal landscaper, but loses out badly to competition
Graphics Workshop	HoloSoft Tech	25	134	90% FG	Excellent paint program we gave you with Issue 30!
HAM-E	Black Belt	27	45	90% FG	Extraordinary budget 'true colour' hardware/software
Imagine 2	Impulse	35	139	93% FG	Superb top-of-the-range 3D ray-tracing package
MakePath	Virtual Reality	35	152	90% FG	Excellent animation system for Vista
MediaStation	NewTek	36	135	86%	Combined pack of DigiView digitiser with two utils
Pixel 3D	Precision	25	132	85%	Good utility for converting bitmaps to 3D images
Pixel 3D v2	Axxiom	33	137	95%FG	Updated utility for converting bitmaps to 3D objects
Power Scanner 2	Power	36	127	90%FG	Superb mono hand-held scanner including greyscale
Professional ScanLab	ASDG	27	51	72%	Controller hardware/software for professional scanners
RaceTrace	RGB Software	31	137	70%	Specialist utility converts bitmaps to 3D images
Real 3D 1.4	Activa	31	133	95%FG	Excellent, fast 3D modelling and rendering
Real Things Safari	RGB Studios	29	168	90%FG	Animbrushes of wildlife to help your DPaint creativity
Real Things Sea Life	RGB Studios	29	168	90%FG	Animbrushes of wildlife to help your DPaint creativity
Scenery Animator	Natural Graphics	29	173	91%FG	Cheaper alternative to Vista Pro for fractal scenery
Snapshot Pro	HBM	27	147	78%	Good digitiser, but pricey since not real-time colour
Spectracolor HAM-E	Oxxi-Aegis	30	183	90% FG	Good paint package for the now defunct system
Take 2	Rombo	33	121	80%	Animation sequencer for use with video digitiser
Terraform	Virtual Reality	35	154	68%	Flawed but intriguing DEM landscape creator for Vista
TV Paint	Archos	27	41	85%	24-bit 'true colour' paint program, now improved
TV Paint 1.6	TecSoft	35	142	89%	Update of storming 24-bit paint package
VistaPro	Virtual Reality	26	141	90% FG	Astonishing fractal landscape creator, now updated…
VistaPro 2	Virtual Reality	35	151	92% FG	and the best fractal landscape generator there is
V-Lab	Macro System	35	131	88%	Digitiser, real time colour with composite images
3D Text Animator	MindWare	25	157	63%	Saves 3D text as anim files, but a little tricky in use

'SERIOUS' SOFTWARE REVIEWS

Anything that doesn't come under the loose headings of graphics or music is here, from programming languages to word processors. We've loosely grouped them according to the categories used often by Americans: creativity, productivity and utilities.

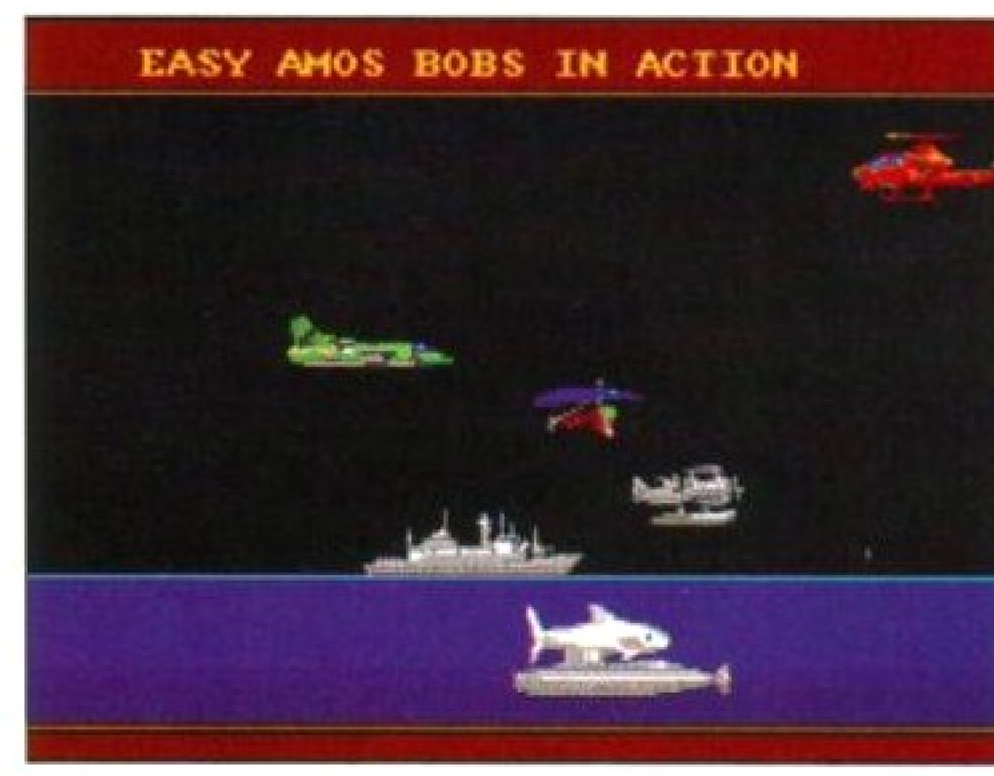
Utilities (denoted by a U in the last column) are useful tools for using your Amiga. Creativity (shown by a C) includes design, DTP and other creative things. Productivity (a P in the last column) means all useful things like business software, word processors, spreadsheets, databases and so on. We've also got special categories for programming (L) and for books (B).

The year's outstanding features include the war of the top-end DTP packages, with *PageStream* now coming out on top of *Professional Page;* the continuing success of the excellent *SCALA* titling package; and the arrival of *Easy AMOS*, the ideal way to learn how to program.



Arguably the top release of the year, *Deluxe Paint IV* has changed the painting scene entirely because its use of HAM makes ,any older programs redundant.

Title	Publisher	Issue	Page	Rating	Type	Comment
AmigaBasic Guide	Dabs Press	36	154	75%	B	Useful guide to AmigaBasic programming, if you have it
AmigaDOS Revised	Abacus	36	154	55%	B	Excellent book on Workbench/CLI let down by layout
Amiga DTV Power	Abacus	36	154	80%	B	Useful, US-biased, volume on using the Amiga for video
AMOS Compiler	Europress	26	115	85%	L	Compiles AMOS programs to speedy, compact assembler
AMOS 3D	Europress	26	117	82%	L	Makes 3D programming in AMOS pretty darned simple
BAD (Blitz a disk)	Centaur	27	159	75%	Util	Good disk optimiser for faster, more secure disks
Big Alt'ive Scroller	Alt'ive Image	27	159	50%	C	Reasonable but limited tool for making scrolling titles
CanDo 1.5	Innovatronics	25	139	80%	C	Powerful multimedia system brought to you by Issue 36!
Charts and Graphs	TRSL	31	151	65%	P	Decent package for making charts from numerical info
Commercial Games	Software Dev	36	154	89%	B	Book on how to write a game and get it published
Comp'graphic Fonts	Agfa	27	158	80%	C	Genuine fonts for use in any 'scaleable font' application
DevPac 3	HiSoft	33	125	95% FG	L	Assembly language used by top Amiga programmers
Directory Opus	Innovatronics	30	203	89%	U	Excellent for controlling the Amiga without using the CLI
Distant Suns	Virtual Reality	28	146	84%	C	Intriguing and fascinating astronomy program
DOS-2-DOS	Central Coast	26	149	70%	U	For reading and transferring PC files. CrossDOS is better
Easy AMOS	Europress	34	145	92% FG	L	Easily the best way to get started in programming
Flow 3	New Horizons	36	153	82%	P	'Idea processor' to help you organise your thoughts
Fontgrabber	GeniSoft	30	200	67%	C	Useful util for creating your own fonts
GB Route Plus	Complex	30	192	68%	P	Interesting UK road atlas system but a shade pricey
Home Accounts 2	Digita	30	191	79%	P	Capable system for dealing with all household finances
HomeBase	Helios S'ware	33	128	65%	P	Simple database for beginners, but slightly limited
Hotlinks Editions	Soft Logik	36	139	73%	C	Interesting pack of tools for use with PageStream
InterSpread	Interactivision	28	157	82%	P	Inexpensive, adequately powerful spreadsheet
InterWord	Interactivision	28	155	85%	P	Decent and speedy budget word processor
LabelDex!	EasyScript	36	153	65%	P	Useful utility for printing labels out with
Mac-2-DOS	Central Coast	26	149	74%	C	For transferring Macintosh files, needs Mac disk drive
Mastering Beginners BSB		36	154	75%	B	Good book for anyone who is new to the Amiga
PageStream 2.2	Soft Logik	34	121	91% FG	C	Now has to be considered the best top-end DTP system
Presentation Master	Oxxi-Aegis	34	151	82%	P	Powerful system for creating presentations
Prodata 1.2	Arnor	28	142	82%	P	Good, fast database to use with the Protext WP system
Professional Calc	Gold Disk	34	129	92% FG	C	Professional spreadsheet for those hard sums!
Professional Page 3	Gold Disk	34	119	89%	C	Powerful DTP package in its latest incarnation
Protext 5.5	Arnor	28	143	90% FG	P	Superb latest edition of the top no-frills word processor
ProWrite 3.2	New Horizons	30	189	84%	P	Word processor with graphics that's worth considering
Quarterback	Centaur	25	141	81%	U	Good hard disk back-up utility
Quarterback Tools	Centaur	25	141	85%	U	Good utility for looking after your disks
Roll 'Em	Design Minds	25	158	65%	C	Video titler and prompter, but not the best around
SCALA 1.1	Digital Vision	28	133	86%	C	Latest version of excellent presentation/titling package
SCALA 500	Digital Vision	33	133	82%	C	Cut-down presentation package as excellent video titler
Showmaker	Gold Disk	28	137	92% FG	C	Outstanding multimedia system
Top Form	Design Minds	25	158	79%	U	Simple program lets you design forms for any use
Turbo Text	Oxxi-Aegis	25	143	92% FG	U	Excellent text editor for writing programs and letters
Video Director	Gold Disk	32	121	91% FG	C	Original editing control system for home video players
Visionary	Oxxi-Aegis	31	41	65%	L	Programming system for adventures: very complex



The interest among Amiga owners in learning how to program is extraordinary, and the release of *Easy AMOS* this year has made it easier than ever before.

EDUCATIONAL

There's plenty of good stuff coming out all the time for younger hands: we'll be picking out the best next issue, but here's where to find reviews of the programs we've looked at in the last year.

Title	Publisher	Issue	Page	Rating
Mark's Mathlab	EasyScript	36	154	45%
Paint me a story	GeniSoft	25	145	75%
Game, set and Match	GeniSoft	25	145	75%
The Three Bears	School S'ware	25	145	85%
Spellicopter	ESP	25	146	90% FG
What is it, where is it?	Genisoft	25	146	85%
Maths Mania	School S'ware	25	146	85%
Mix and Match	Scetlander	25	147	90% FG
KidsType	GeniSoft	25	150	95% FG
Discovery	Microlllusions	27	158	65%
Techno Amiga	Catus AB	29	161	90% FG
Fun School 4 u 5yrs	Europress	30	205	79%
Fun School 4 5-7yrs	Europress	30	206	79%
Fun School 4 7-11yrs	Europress	30	208	79%
Magic Storybook	Soft Stuff	30	211	81%

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- NEW Full keyboard control of most functions.
- An easy to handle Handy Scanner featuring 105 mm scanning width & 400 dpi resolution enables you to scan graphics/text into your Amiga.
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- NEW Full sizing menu of scan area.
- Geniscan gives you the ability to scan images, text or graphics & even offers 200 Dpi Dual Scan Mode.
- NEW Screen grid overlay & configure menu to save parameters. Icon menu to select functions.
- NEW X, Y position readout & metric sizes.
- Save images in suitable format for most leading packages including PHOTON PAINT, DELUXE PAINT, etc.
- NEW View window and position control panel.
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- With the Amiga Genitizer Graphics Tablet you can streamline the operation of most graphic or CAD programs.
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- Complete 9" x 6" digitizing area plus super accurate stylus combine to enable fast, accurate and easy control.
- Works by "mouse emulation" so the Genitizer will work with most packages where mouse input is the usual method - Deluxe Paint, Photon Paint, CAD Packages, etc.
- Supplied with a template for Deluxe Paint.
- Full easy to follow instructions.
- This is the input method used on professional systems - now you can add a new dimension to graphics/CAD.
- Fast input of drawing by "tracing" is made easy - plus "absolute reference" means you can move around the screen many times faster than by a mouse.
- The Genitizer fits in the serial port of your Amiga 500/1000/2000 and "co-exists" with mouse.
- Unlike a mouse, the Tablet gives absolute co-ordinates so that tracking and menu selections are possible from the tablet face.
- A pressure sensitive switch built into the stylus tip activates the Tablet overriding the normal mouse input. When you are not using the Tablet, you have normal mouse control.
- Complete system - Graphics Digitizer Tablet, Stylus, Deluxe Paint Template, Power Adaptor, Test Software, Interface Unit, plus Driver Program - no more to buy!

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Ideal for tracing etc.
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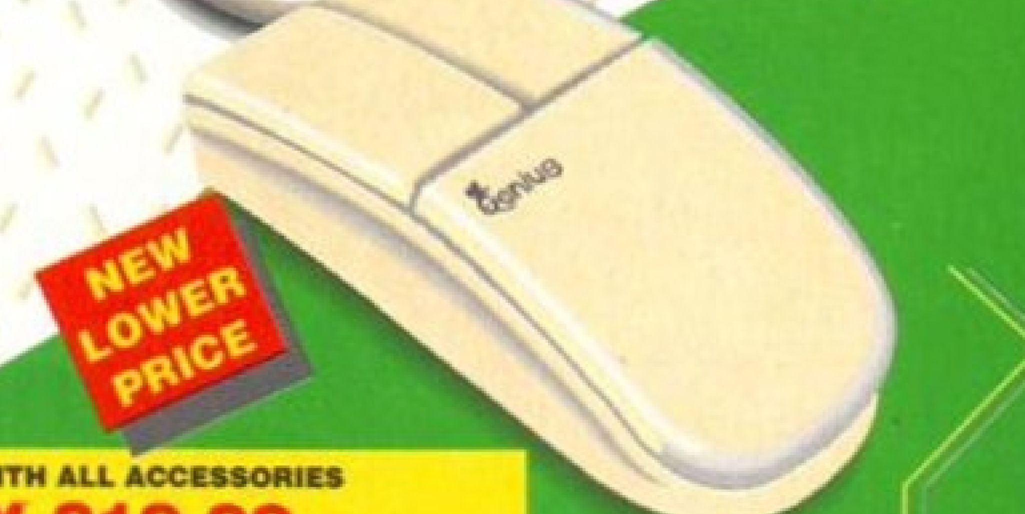


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- Rubber coated ball for minimum slip.
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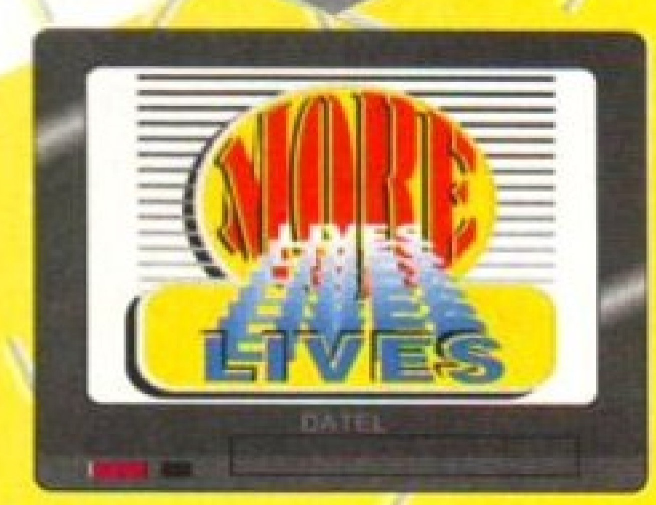


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- Full search feature
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- Dynamic Breakpoint handling
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- Copper Assemble/Disassemble - now with suffix names

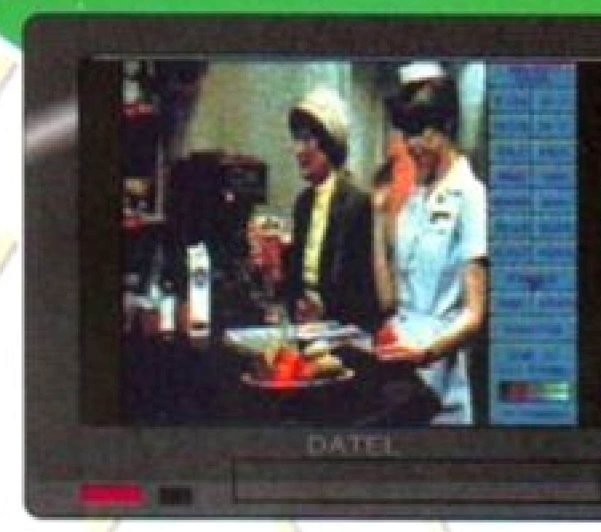
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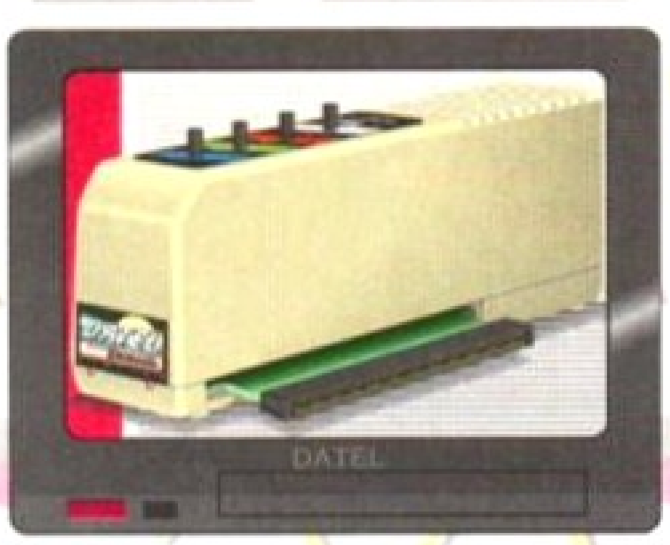


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- Special effects mirror, reverse pos/neg compress etc.
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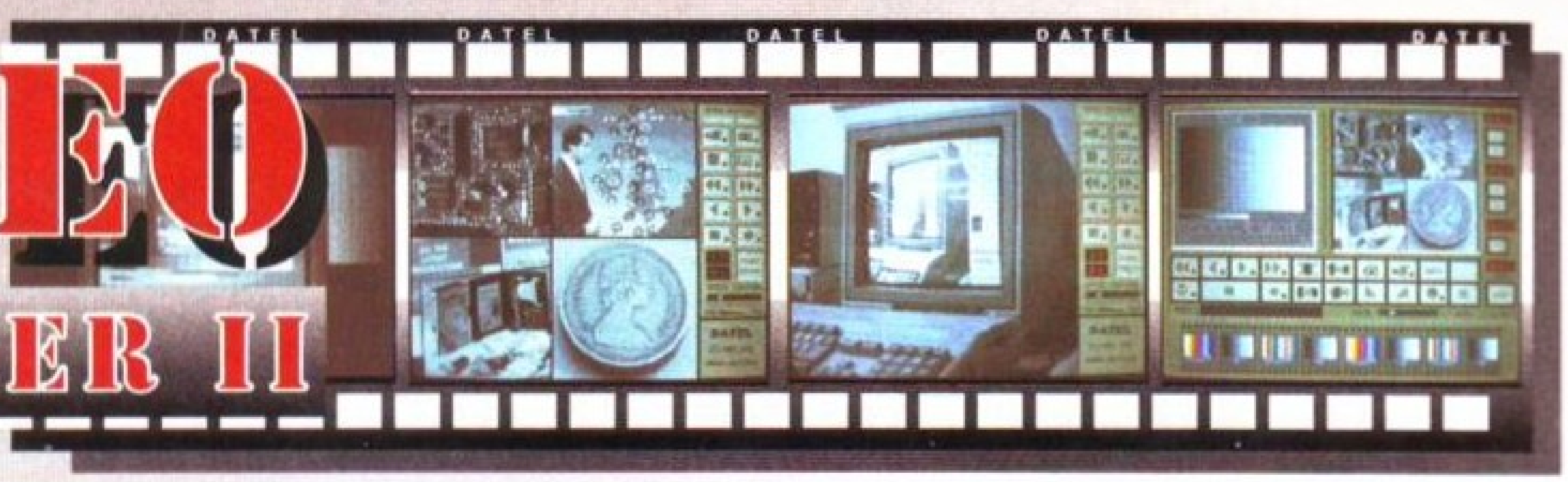
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AMIGA PRO SAMPLER STUDIO II + DATEL JAMMER



- New design hardware now plugs into expansion socket of A500 completely freeing the parallel port.
- Surface mount technology, twin A/D converters for realtime stereo sampling.
- Extensive filters for extremely clean and noise-free sampling.
- Through bus allows existing add ons, e.g. hard drive.
- The NEW Sampler II software has been completely re-written in 100% Machine Code and incorporates faster routines, bigger displays and many new editing features such as Cut, Copy, Insert, Replace, Mix, Erase, etc.
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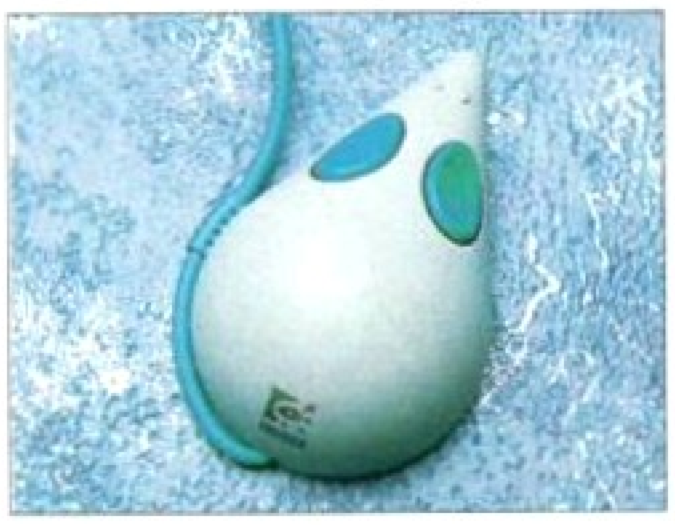
Coming Contraptions

Here's where we get serious-ish about your Amiga. **Neil Jackson** previews some great new ideas earmarked for the third degree in coming issues.

A MOUSE FOR ALL SEASONS

LOGITECH KIDZ MOUSE

£37.60 LOGI (UK) LTD 0344 891313



Just the job for little 'uns who are just starting out with their Amiga, the new Logitech Kidz mouse combines all the functions you'd expect from a standard mouse with humorous mousey styling. Although it's not strictly recommended for children who are under three years old, the Kidz mouse is reasonably indestructible (in normal use) and the internals are secured with a kid-proof Philips-head screw. So if you're trying to get your little terror into Amiga computing and you're tired of your own mouse being covered in jam, here's the perfect solution.

ALFADATA INFRARED MOUSE

£49.95 GOLDEN IMAGE (UK) LTD 081-365 1102



This neat little device is to your Amiga what poser phones are to BT. It's a two-part system, comprising a receiver/recharging stand and a cordless, 260 dots-per-inch mouse unit. The receiver picks up the mouse movement and button operation from up to 150cm away and indicator LEDs on the front-panel show when it's communicating properly. When not in use, the mouse is placed on top of the receiver unit and given a battery re-charge, enough to last for 10 hours of continuous use. If style counts for a lot in your Amiga environment, this could be just the sort of fashion accessory you need to impress your pals.

ALFADATA OPTICAL MOUSE

£35.95 GOLDEN IMAGE (UK) LTD 081-365 1102



Yet another twist on the standard mouse design, this optical mouse does away with all the complicated internal mechanics that invariably get filled with fluff and gunk. Instead, it uses a special mouse mat covered in tiny dots, and a photo-transistor on the bottom of the mouse unit. Together these work rather like the bar-code readers you find in shops to determine the mouse's speed and direction of movement. With no moving parts (not even a rubber ball) the mouse never needs cleaning, and thanks to its 300 dots-per-inch resolution, it's sensitive enough to detect the smallest movement.

AUTO MOUSE/JOYSTICK SWITCH

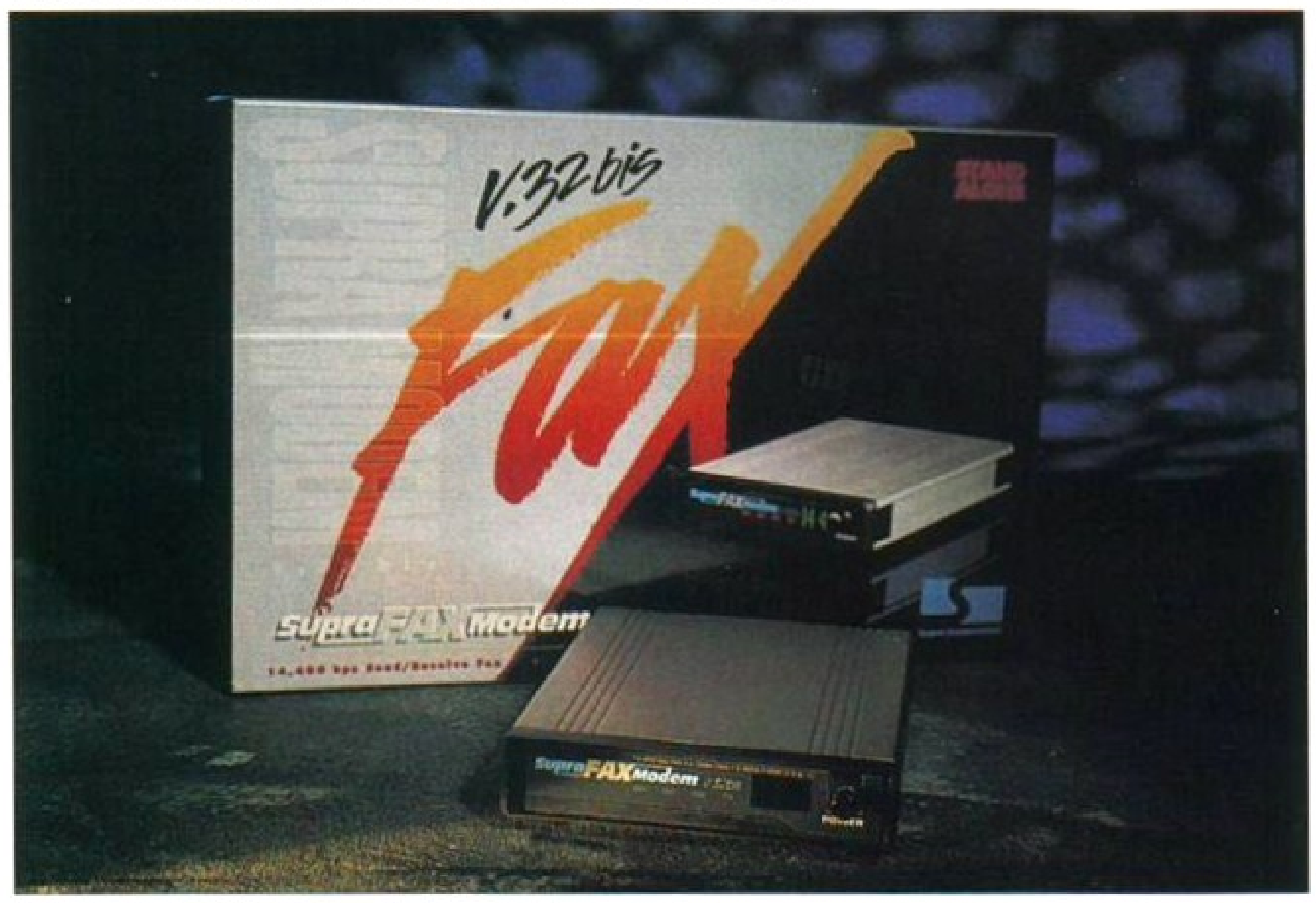
£17.95 GOLDEN IMAGE (UK) LTD 081-365 1102



If you find you're often needing to swap between a mouse and a joystick for two-player games, this gizmo could put an end to your under-the-table rummaging and frustration. It plugs into the mouse port, and you plug the mouse and joystick into separate connectors on the main body of the unit. To switch between mouse or joystick mode, you click the left mouse button or press fire, and the unit does the rest. There's even a couple of LEDs mounted on the top of the unit so you can tell which mode is currently engaged. If your Amiga is tucked away neatly, or mounted in a second casing, this foolproof add-on could be worth its weight in gold.

SUPRA FAXMODEM V.32BIS

£259.99 SUPRA VIA FIRST CHOICE COMPUTERS 0532 319057



Well-known and much-praised for their huge range of low cost, excellent quality modems, Supra are now branching out into more mainstream telecomms technology. Their latest development is a combined fax machine and modem all-in-one package. It functions as a normal modem, enabling you to access bulletin boards and remote networks at speeds of up to 14,400 bits per second. The modem hardware is also capable of using the industry-standard MNP compression and error-checking systems, and Hayes-compatible commands. The fax hardware supports Class 1 and 2 fax commands, making it excellent for use with Amiga-compatible fax-driver software like GP Fax. Phone lead, RS-232 lead, manuals and power supply are all supplied in the package, as well as the NComm comms software (which doesn't support faxes, sadly) and list of bulletin board numbers to try out.

DATEL REAL TIME COLOUR SYSTEM

£199.99 DATEL 0782 744707

To compliment their excellent black-and-white video digitiser, Datel have now developed a new full-colour system, capable of viewing and grabbing images from a live TV, camera or video input. The system comprises two units to plug into your A500's expansion port, an RGB splitter and a fast real-time digitiser. Also included is the operating software and a cable to connect the two units together. With the system installed, you can digitise pictures and save them in either Datel's own 12-bit picture format, or as standard *DPaint*-compatible IFF images. Eight-colour, 16-colour and 4,096-colour HAM modes are all supported, and the software can manipulate captured images at the click of a mouse.



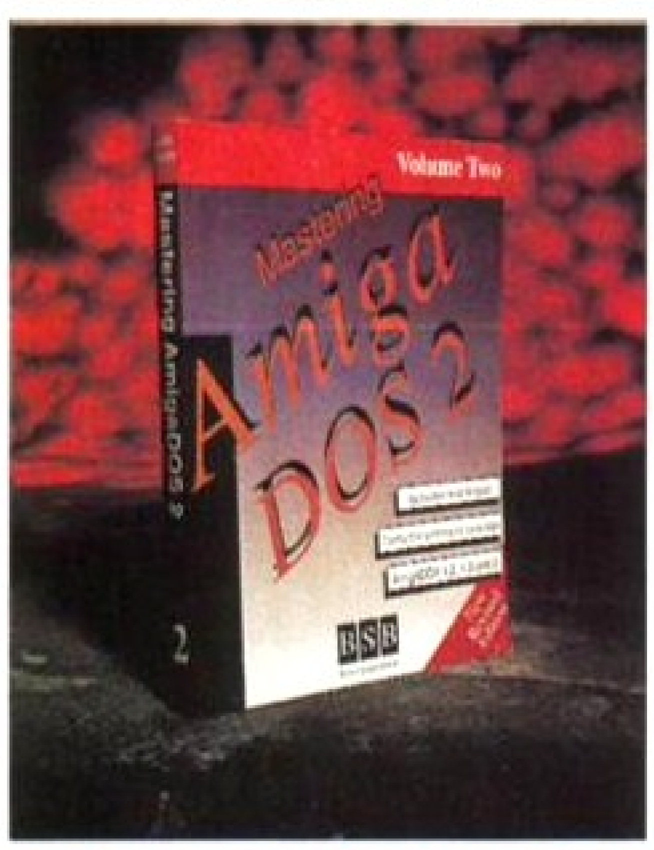
ALFASCAN-PLUS
£335 GOLDEN IMAGE (UK) LTD 081-365 1102



What we have here is a stunningly comprehensive package, put together by the distibutors, that could well be the answer to all your scanning needs. The AlfaScan-Plus system centres around the new 256-greyscale hand scanner, but it's the extra software which makes it so exciting. Supplied with the package, you'll find no less than three of Migraph's excellent image-processing programs. These are *Touch-Up*, *Merge-It* and *OCR*.

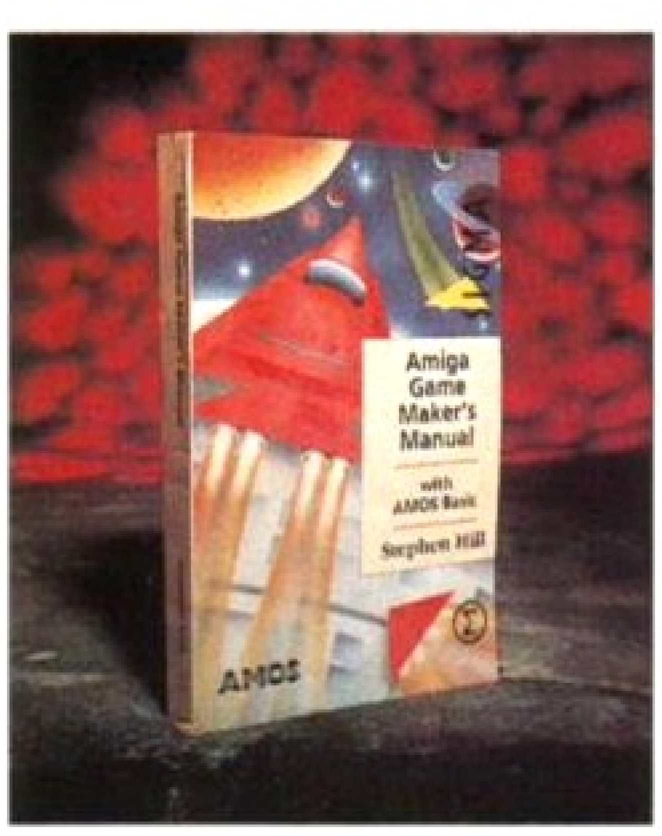
Touch Up is the ideal program for cutting and pasting, enhancing and manipulating images that you have scanned, while *Merge It* is just what you need to invisibly join any number of previously scanned images together. The most interesting package is *OCR* (short for Optical Character Recognition) which turns your scanner into a self-contained document-to-ASCII text file system. This means you can simply scan a printed page, and have the result stored as a word-processor file (which you can edit later), rather than as a picture.

MASTERING AMIGADOS VOL 2 REVISED
£19.95 BRUCE SMITH BOOKS 0923 894355



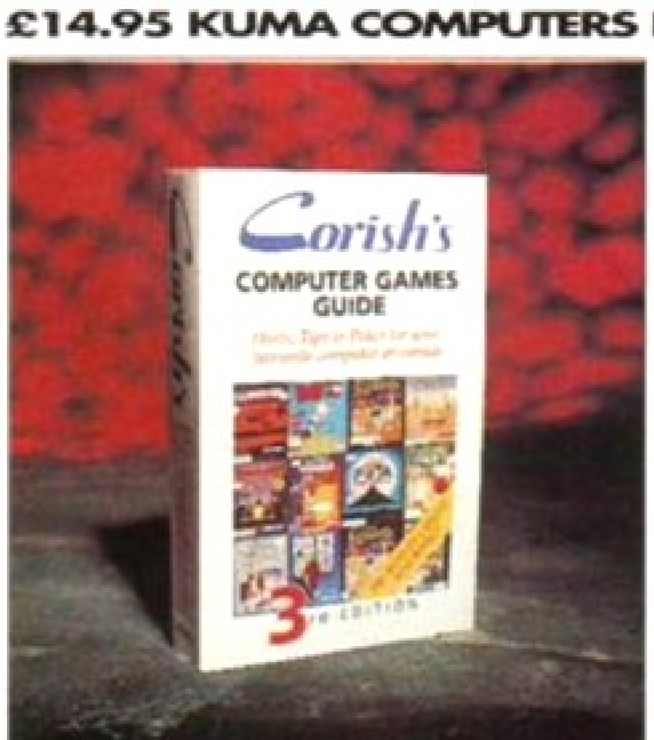
Just to prove that they can update their books as fast as Commodore can update their operating systems, Bruce Smith Books have announced the arrival of a fully-revised edition of the classic reference bible *Mastering AmigaDOS Vol 2*, by Mark Smiddy. This new edition now takes into account the new AmigaDOS version 2.04, and includes 25 extra commands to use on the new system. This is as well as providing a complete alphabetically-sorted reference guide to all AmigaDOS commands for older 1.2 and 1.3 machines, plus explanations of topics like IFF files, viruses, error codes and the Mountlist. If you're thinking of delving deep into your Amiga's CLI then this is the definitive book to read on the subject, don't leave your Workbench without it! A recommended purchase.

AMIGA GAME MAKER'S MANUAL
£16.95 SIGMA PRESS 0243 779777



Following last month's review of the *Commercial Games Programmers Guide*, here's another book designed to help the long-suffering games progammer. This time it's Sigma Press who are the publishers and it's basically a companion guide to the popular Amiga programming language *AMOS*. Here's 400 pages written by Stephen Hill which shows you how to create games from scratch. All the major aspects of game design and programming have been covered: planning, graphic design, sprites, collision detection, fire control, backgrounds and animations – you'll find it all in here. The manual illustrates many of the steps using tested *AMOS* routines which you can copy in or modify to your heart's content. Check this out if you're thinking about games programming.

CORISH'S COMPUTER GAMES GUIDE
£14.95 KUMA COMPUTERS LTD 0734 844335



Need a few tips for MicroProse's *Railroad Tycoon*? Wanna know the real secret of Lucasfilm's *Monkey Island*? Still an apprentice at FTL's *Dungeon Master*? Then the third edition of this humungous encyclopaedia of game-tips may be what you're looking for. Packed full with hints, tips, solutions and type-in alterations, the *Corish Guide* covers more than 1250 games and rolls in at around 800 pages. However, before you go rushing out to buy this potential life- (and game) saver, there's one thing you should know: it covers virtually all computer formats, from Gameboy and MegaDrive to C64 and Spectrum. Only a few are pukka Amiga pokes and tips, so you may find yourself still stuck in a tight spot with no hope of a solution.

'Serious' reviews

This is the section of the magazine dedicated to bringing you honest and intelligent reviews of the latest 'serious' releases in hardware and software.

From expansions such as extra memory and hard drives through to useful, practical utilities to the latest in 'productivity' (DTP, databases) and 'creativity' (paint, animation, 3D, digitisers and music) software, it's all in here.

For two years running, *Amiga Format* has been voted by computer retailers as the magazine that they most trust when they're deciding what to stock, so you can see that we're the people best placed to advise you on what to buy. With our expert knowledge, we know what's the best program to date for any particular kind of job, and we'll see how anything new stacks up against the best in the business.

Contents

Here's where you'll find the new products that we've chosen to give the full review treatment this issue.

How the Ratings System works

SPEED (marked out of 5) ●●●●●
Tremendously important for both hardware and software: there's nothing more annoying than waiting. A purely intuitive judgement.

DOCUMENTATION (out of 5) ●●●●●
Although there are some packages that are so simple no manual is needed, complex items benefit hugely from a good explanation.

ACCESSIBILITY (out of 5) ●●●●●
The target for all good software should be powerful but simple: this rating assesses how easy it is to get to grips with the item.

FEATURES (out of 5) ●●●●●
Does it do what you want it to do? How well does it do it? And does it also do lots of other things that you'd never have thought of?

VALUE (out of 5) ●●●●●
A pretty important rating, this one: if a package does everything you could wish for, it's no use to you unless you can afford to buy it.

AMIGA Verdict FORMAT

The Verdict, our at-a-glance overall rating, is a percentage: it's based on sheer quality but with the price taken into account, so that you know what kind of a deal you get.

RICOH PCL5 LASER PRINTER

Ricoh UK Ltd is part of the worldwide Ricoh Group of companies, originally established in Japan, in 1936. With a turnover of over $5 billion and 37,000 employees, Ricoh has been producing computers and peripherals since 1971 and are the worlds second largest manufacturer of Laser Printer engines. Ricoh have employed their expertise to produce a 'first' in laser printers for the world market, the LP1200 with FLASH ROM.

Fully HP LaserJet III™ compatible, the new LP1200 employs industry proven laser technology. Unlike LED page printers, which use light emitting diodes, the LP1200's laser lightsource, focussed by high quality lenses, is able to produce the most accurate and intense printed images. It has 2Mb of RAM built-in and requires no additional RAM to print a full A4 page of graphics at 300dpi. Its fast, efficient processor and engine, together with a straight paper path design, allows printing at a full 6 pages per minute. Unlike its competitors, this advanced laser engine enables the LP1200 to address a range of print resolutions up to 400dpi. A new driver will soon enable the Ricoh LP1200 to print at 400dpi from Windows 3 (2Mb RAM upgrade required).

Again, unlike the competition, the LP1200 includes a powerful document description language as standard. This language, 'LAYOUT', offers unique opportunities to develop custom-made printing systems. Forms and document templates can be designed and stored electronically in the LP1200's FLASH ROM, alleviating the need for pre-printed forms!



DUAL BIN OPTION SHOWN

FULLY HP LASERJET III™ COMPATIBLE

400dpi 2Mb RAM 6PPM

FLASH ROM UPGRADABLE!

- **6 PAGES PER MINUTE** – Using a straight paper path design
- **PCL5 - SCALABLE FONTS** – Latest PCL version, includes HP-GL/2
- **SHARP EDGED PRINTING** – Ricoh FIAL (Fine Image ALgorithm) enhances resolution
- **400dpi RESOLUTION** (Requires 4Mb RAM) – Default resolution - 300dpi. Will address 200, 240 and 400dpi.
- **2Mb RAM AS STANDARD** – For a full A4 page of graphics at 300dpi.
- **UNIQUE FLASH ROM** – For controller upgrade and storage
- **IC CARD SLOT** (PCMCIA/JEIDA Compatible) – For programmable FLASH ROM cards
- **EXPANSION BOARD SLOT** – For improved connectivity to additional systems eg. PC-LAN, FAX etc
- **LAYOUT** – Document Description Language
- **SERIAL + PARALLEL PORTS** – For connection to PC compatibles and other computers
- **1 YEAR ON-SITE WARRANTY** – Next working day response

The Ricoh LP1200 is a genuine laser printer and not an LED printer. Make sure you check out the competition!

See how the Ricoh LP1200 compares to its Laser Printer Competitors

FEATURES	EPSON EPL4100	HP L/JET IIIP	MANNESMAN TALLY 904+	RICOH LP1200
Average Street Price (*expected)	£569	£699	£699*	£699
Official RRP	£945	£1,179	£1,099	£1,195
Maximum resolution in dots per inch	300x300	300x300	300x300	400x400
Windows 3 Driver @ 400 dpi (July)	-	-	-	YES
Print Speed	6ppm	4ppm	4ppm	6ppm
Straight Paper Path	YES	-	-	YES
PCL 5 Printer Command Language	-	YES	YES	YES
HP-GL/2 Vector Graphics included	-	YES	YES	YES
Resolution Improvement/Enhancement	YES	YES	YES	YES
Full A4/300 dpi graphics with standard RAM	-	-	-	YES
Warm Up Time	<45 secs	<60 secs	60 secs	45 secs
First Page of Text Output	<20 secs	<40 secs	34 secs	<15 secs
Document Description Language included	-	-	-	YES
Flash ROM	-	-	-	YES
Upgradable Firmware	-	-	-	YES
IC Card Slot	YES	-	-	YES
Scalable Resident Fonts - in HP LJ III Emulation	-	8	8	8
Resident Bit-Mapped Fonts	11	14	14	14
AGFA Intellifont Scalable Font Technology	-	YES	-	YES
HP LaserJet III Emulation Included	-	YES	YES	YES
EPSON FX Emulation Included	YES	-	YES	YES
IBM ProPrinter Emulation Included	-	-	YES	YES
Standard Tray Capacity	100	70	100	100
Protective cover on standard tray	YES	-	YES	YES
Cost per copy*	1.65p	2.00p	1.71p	1.65p
Min-Max Paper Weight in gsm	60-157	60-105	60-120	60-157
Able to print on OHP Film	YES	YES	YES	YES
Able to print on card (157gsm - Manual Feed)	YES	-	-	YES
Auto Sensing on Parallel and Serial ports	YES	-	-	YES
Standby -Noise Level	<40dB	31.7dB	<35dB	<38dB
Printing -Noise Level	<50dB	43.3dB	<46dB	<48dB

*Cost per copy as quoted by manufacturers - 2/4/92 E & OE All Trademarks are acknowledged

Silica Systems are pleased to introduce the revolutionary, new Ricoh LP1200. It has all of the specifications that you would expect to see in today's most technically advanced laser printers, plus a unique additional feature which places it far ahead of the competition - FLASH ROM. This 'Future Proof' technology protects the investment you make when you buy a Ricoh LP1200, as it enables you to keep up to date with new laser firmware developments. FLASH ROM is an area of memory inside the LP1200 which holds the printer's controller instruction firmware. If new firmware is developed, updated printer command languages etc, can be downloaded into this memory. Other manufacturers would require you to buy a new printer! Fonts, macros, graphics and additional emulations can also be stored in FLASH ROM, or on removable, industry standard FLASH ROM IC cards. The new Ricoh LP1200 is the only laser printer to offer this FLASH ROM facility.

LP1200 WITH SINGLE BIN & 2Mb RAM SILICA PRICE:

£699

+VAT= £821.33 Ref: LAS 5200

MONEY SAVING OPTIONS

Save money now by purchasing the LP1200 with the dual bin and/or 2Mb RAM upgrade.

Normal price of 2nd feeder bin £135+VAT
Price if purchased with LP1200 £100+VAT
SAVE £35+VAT

Normal price of extra 2Mb RAM £230+VAT
Price if purchased with LP1200 £150+VAT
SAVE £80+VAT

	SINGLE BIN	DUAL BIN
2Mb RAM	£699 +VAT= £821.33 Ref: LAS 5200	£799 +VAT= £938.83 Ref: LAS 5200 + LAA 5238
4Mb RAM	£849 +VAT= £997.58 Ref: LAS 5200 + LAA 5262	£949 +VAT= £1115.08 Ref: LAS 5200 + LAA 5238 + LAA 5262

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- ***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped in the UK mainland.
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- ***FREE CATALOGUES:*** Will be mailed to you with offers and software/peripheral details.
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Before you decide when to buy your new laser printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or consumables, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

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Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Address: ....

.... Postcode ....

Tel (Home): .... Tel (Work): ....

Company Name (if applicable): ....

Which computer(s), if any, do you own? 75C

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

More and more in modern life, it becomes necessary to have access to an IBM PC as part of your job. **Pat McDonald** explains how well you can do this with your Amiga.

PCs for all?



Some people believe that the world begins and ends with PCs. Well with an emulator you have even less need for a PC than you had before.

THE DEFINITION OF an emulator is any solution (software on a disk or a board plus some software) which lets a computer run programs designed for a different computer. So a PC emulator gives you a facility for using programs written for the IBM PC on an Amiga.

Defining 'IBM PC' is a lot trickier. IBM, the biggest computer company in the world, decided to market a model of microcomputer in 1980 designed especially for business users. PC stood for personal computer, a move away from the room filing systems of yesteryear to a more modern, individual-based machine. One worker, one computer – simple as that.

Because of the early design date, many of the computer peripherals which have since become commonplace were not available. The disk drives were only 360K types, there was no mouse or graphics modes and all the commands had to be typed into it via a command line interface.

Despite these shortcomings, it was well on it's way to being standard office equipment by the mid-Eighties. People like Alan Sugar started making IBM PC compatibles, significantly undercutting IBM's high prices and so selling even more of them. Hundreds and hundreds of companies now make their own brands of PCs from kits of standard parts, putting their own stickers on.

Over the last 12 years the original design has changed quite dramatically. Mice and high-resolution colour graphics are standard, as are faster processors, 720K double sided and 1.44 MB high–density disk drives, and hard drives. The cost of hardware has plummeted in real terms – what cost you thousands of pounds four years ago costs hundreds now.

If all this sounds terribly good, just remember one thing – when you start an IBM going, you still end up at an on-screen prompt, with the computer waiting for you to type something. The reliance on the keyboard is common with PCs, simply because the original machines didn't have mice. Often programs will let you use either method to communicate – but some just don't.

There's a lot of different makes and models of PC – how do you tell the difference between them? It's no good saying this is an Olivetti/Amstrad/Compaq/Dan/Tandon/Tandy/Bloggs PC. A standard code has emerged to deal with the different types.

There are three broad groups. They are: XT machines, based around the 8086 processor

PC GRAPHICS

The important thing to remember about PC graphic systems is that they always use a monitor, they never work with TV systems. The most basic standard PC graphics standard is called Hercules. Although it offers quite a high resolution (720 x 200), it doesn't have any colours at all – just black and white. Some PC programs released today still support Hercules, despite its venerable age.

A slightly better system is called CGA (Colour Graphics Adaptor). Although only offering a resolution of 640 x 200, it does so in four colours. The default colours look quite terrible, but all the emulators reviewed here have controls to use any of the Amiga's 4,096 hues in any of the four CGA colours.

EGA is much better, being very similar to the Amiga's high resolution mode. It gives a palette of 16 colours, again in a resolution of 640 x 200. The KCS Bitcon board supports this mode well, but the ATOnce Plus and the GVP PC286 only give a two-colour display. Bridgeboards need a PC expansion card to make use of this mode.

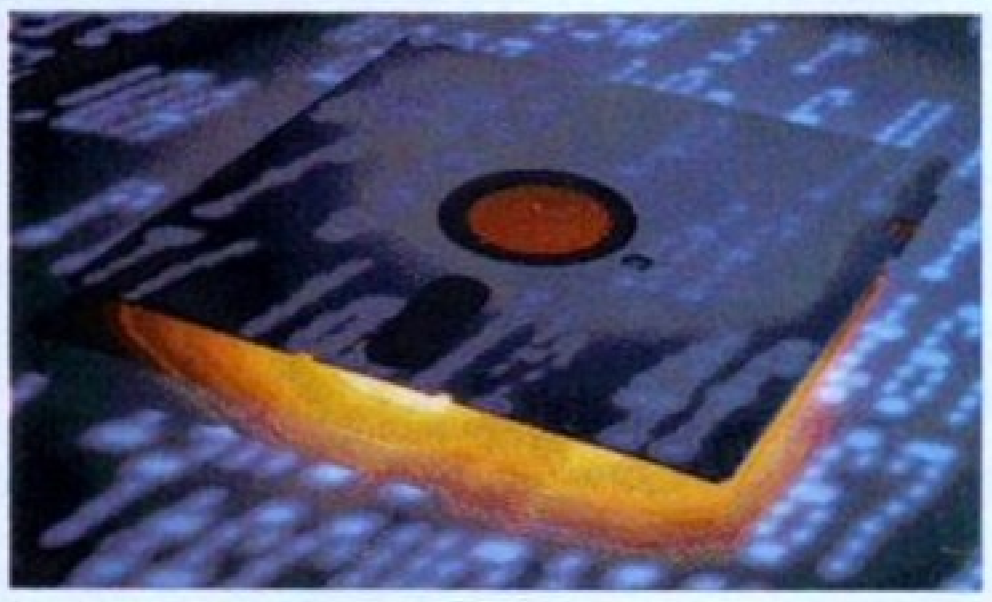
VGA gives a palette of 256 colours, in resolutions of 640 x 350. The very similar SVGA system gives better resolutions with the same number of colours. Although the GVP PC286 and ATOnce Plus give a monochrome view of these resolutions, they are not that good. The KCS board gives 16 colours, but to be honest it's only marginally better. Working with VGA on an Amiga really necessitates a Bridgeboard and a dedicated PC card.



Here are three examples of different PC screens. In CGA mode, the picture is almost unrecognisable.



16 colour EGA mode helps, but the resolution still makes the picture blocky. (All pics done on PC, by the way.)



256 colour VGA gives excellent results, but if you want this, you need a Bridgeboard, card and monitor. Sorry.



going at 4-8MHz; AT machines (the common standard today) using an 80286, 80386 or 80486 processor, running at between 12 and 50MHz; and last of all comes PS/2, which is IBM's brand of super micros and there are darn few non-IBM makes. Most of the software written for the PC doesn't work on PS/2 types. There are others but they are mostly XT-AT-PS/2 variants.

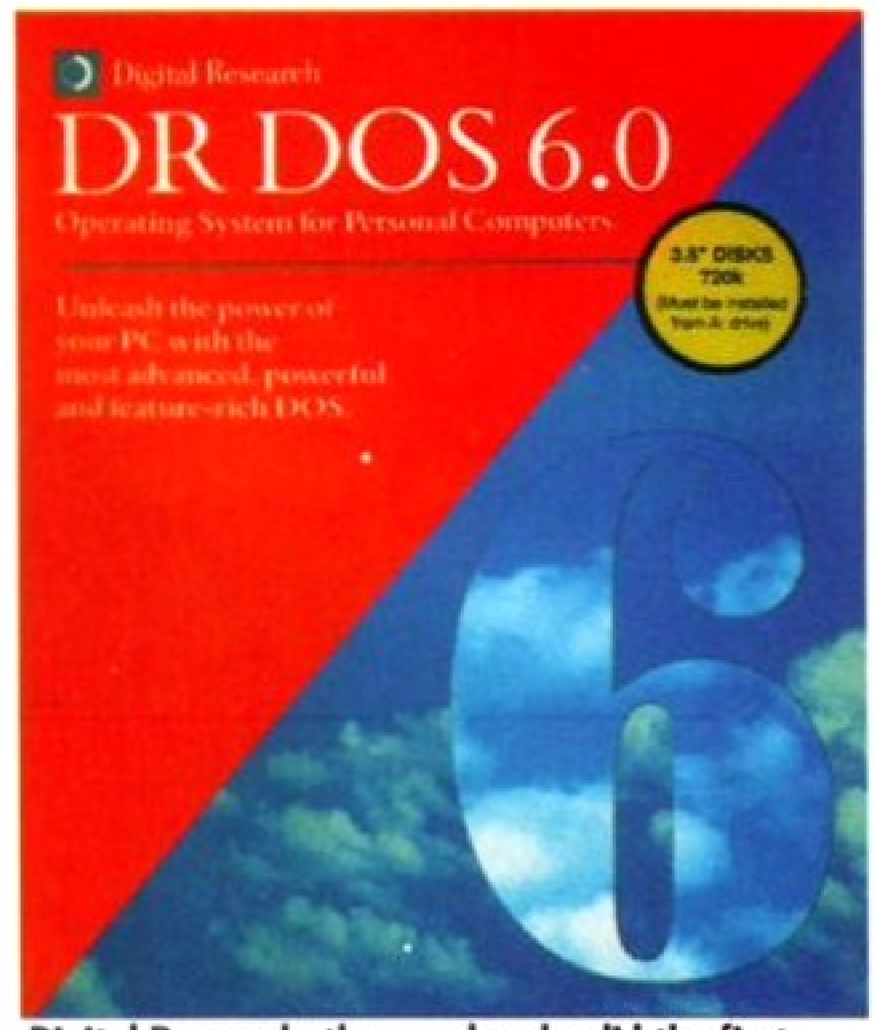
An XT PC is nothing special in today's terms, but they can still run thousands upon thousands of different pieces of software. There are not many business software programmers that ignore the XT, because a lot of people still use them for everyday letters, pay rolls and stock recording.

Although a rather poor performer in terms of speed, the availability of software is still enormous. However, any program which uses Microsoft Windows will not run in the protected (that is, large memory) mode, because all 8086 processors are limited to 640K of normal RAM.

AT PCs are all the rage now for the office types. Windows gives them a half decent graphic interface and the use of lots of memory, there's always a mouse, and you can plug some very impressive card expansions into them. Up to about three years ago, the standard graphics card was usually an EGA type, but then VGA started making serious inroads, and today many ATs have VGA graphics built into the computer.

However, the AT was the start of a schism between IBM and independent PC developers. While IBM wanted PS/2 to become the successor to the AT series, an awful lot of people kept on perfecting the AT. Now there are two possible contenders for the title of 'standard PC graphic interface', and they are IBM's own OS/2, and Microsoft Windows 5. Strange as it may seem, Windows 3 works on more PC types than OS/2 – have IBM lost control of their own market?

Although PS/2 seemed the next logical step, an awful lot of pundits are voicing the opinion that it was a bit of a white elephant. Certainly, it's hard to see why the average office worker needs an incompatible, multi-tasking, graphical environment with a CPU on benzadrine. PS/2 emulators will almost certainly not appear on the Amiga.



Digital Research, the people who did the first micro DOS (CPM) are still going strong and producing an alternative to MS-DOS (DR-DOS).

Clearly then, the most important question to ask if you want to buy an emulator is what sort of PC do you want? Is speed of calculation more important than the number of colours on-screen? Do you need to be able to run the PC simultaneously with the Amiga? There are no ready answers to these questions – it depends on your individual requirements.

But isn't it cheaper and simpler just to buy an IBM PC? Certainly, if you are using more PC software than Amiga, this makes sense. But if you've already got an Amiga and just want to run, for example, *Autoroute Plus*, then buying an emulator can work out cheaper than selling the Amiga and buying a PC.

Most people who buy emulators don't want thousands and thousands of new products – they want to use a particular piece or a few pieces of PC software, so that they can work from home with their Amiga as well as at the office. Students who need IBM compatibility quite often want to hang onto their Amiga without compromising their education.

There is also the convenience factor. Let's say you have to have a pre-600 Amiga and an IBM PC on the same desk. You would have little space left for your paperwork, peripherals and other paraphernalia. It does make a kind of sense to have everything in the same box. There's less of a rat's nest of power cables for one thing – and you can't legally get Amiga emulators which fit inside a PC. Nobody does cheap Amiga clones either (you couldn't build them much cheaper than Commodore do).

10 STEPS TO EMULATION

1 If all you want to do PC-wise is to knock up some letters on an Amiga word processor and transfer them to a PC printing/DTP system in the office, don't bother with an emulator! There is an excellent commercial utility called *CrossDOS* (version four works on Workbench 2 which lets you read and write data files to PC-formatted floppy disks). Emulators are for when you want to run PC programs on an Amiga.

2 Having decided that you need an emulator, examine the software you will be running to see what video modes it uses. If it's marked CGA, no problem. EGA will sometimes work, but 256 colour VGA means you will need a Bridgeboard plus a VGA card plus a VGA monitor to see what the program is up to.

3 Having seen that there is an emulator well within your price range which can handle the video modes, check to see what processor it needs. If it says 286 or better then an ATOnce plus or GVP PC286 will work in the majority of instances. If it says 386, you need a 386 Bridgeboard.

4 So, the video is no problem and you have the right processor. Make sure that the programs you want to run don't need more memory than the emulator plus your computer gives. It's really annoying to spend a lot of money on a program which needs just that little bit extra memory to work properly.

5 Cross check the needs of the software with the technical info about emulators on the next few pages. If there's one that will do what you need it to do, check with the emulators' technical support people to make sure there are no incompatibility problems.

6 If you come across a piece of software that in theory should work but it in fact doesn't, then make your complaint known. In the first place take it up with the emulator people, and if they don't know of any solution, then send a miffed note to the software publishers asking if they have used non-standard programming methods.

7 A lot of PC software comes on high-density disks these days. Although Amiga-compatible HD drives were supposed to be launched with Workbench 2 (it says so in the Bridgeboard manual) they have not yet appeared. Until they do, avoid software that's available on high-density disks.

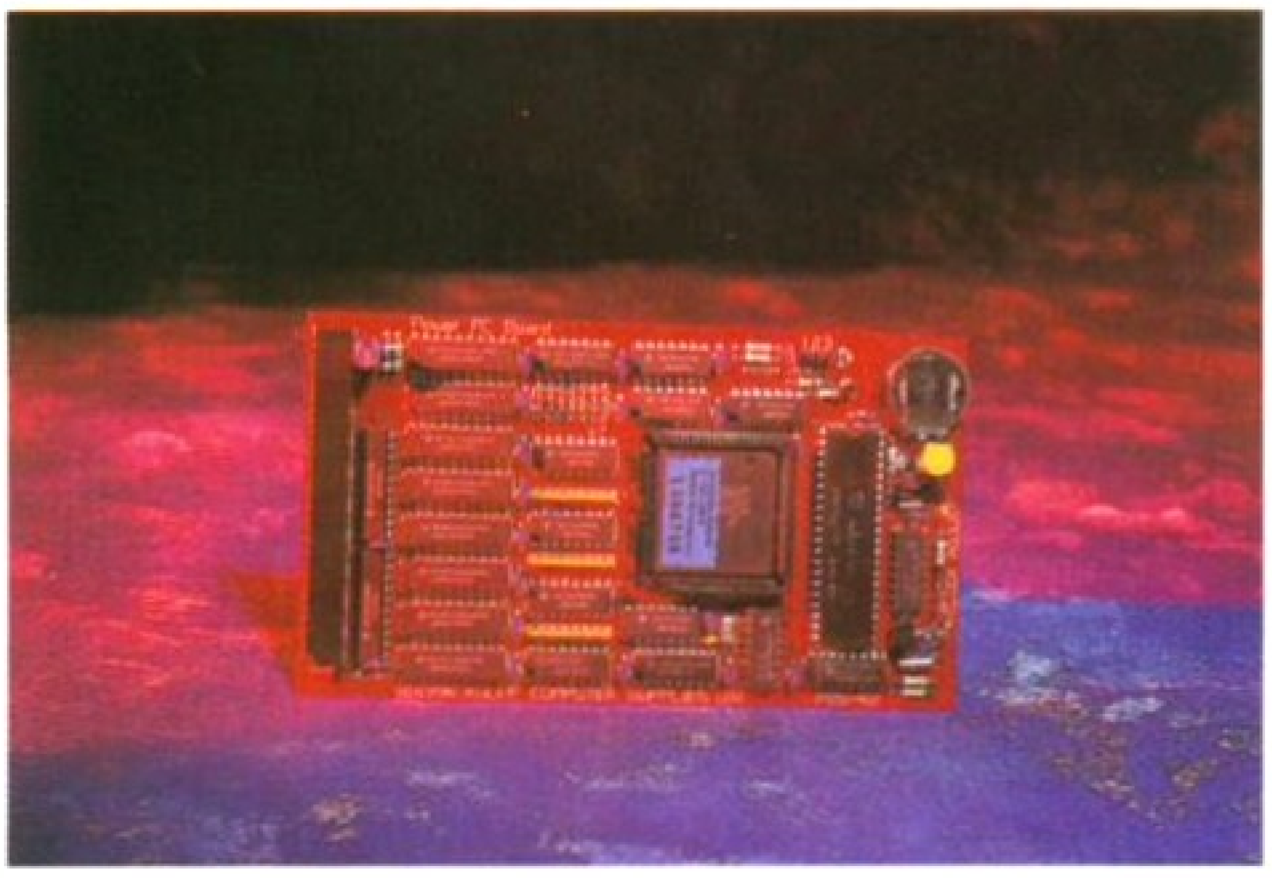
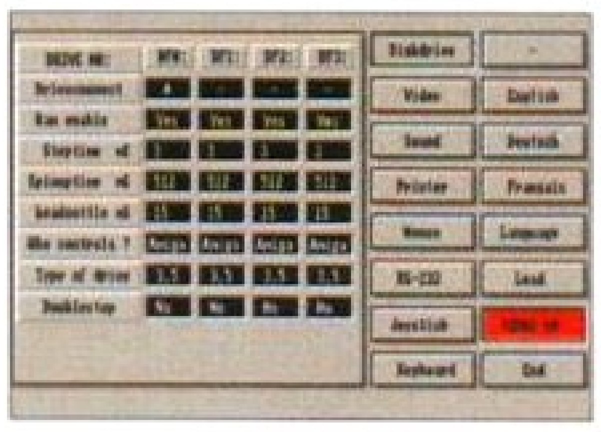
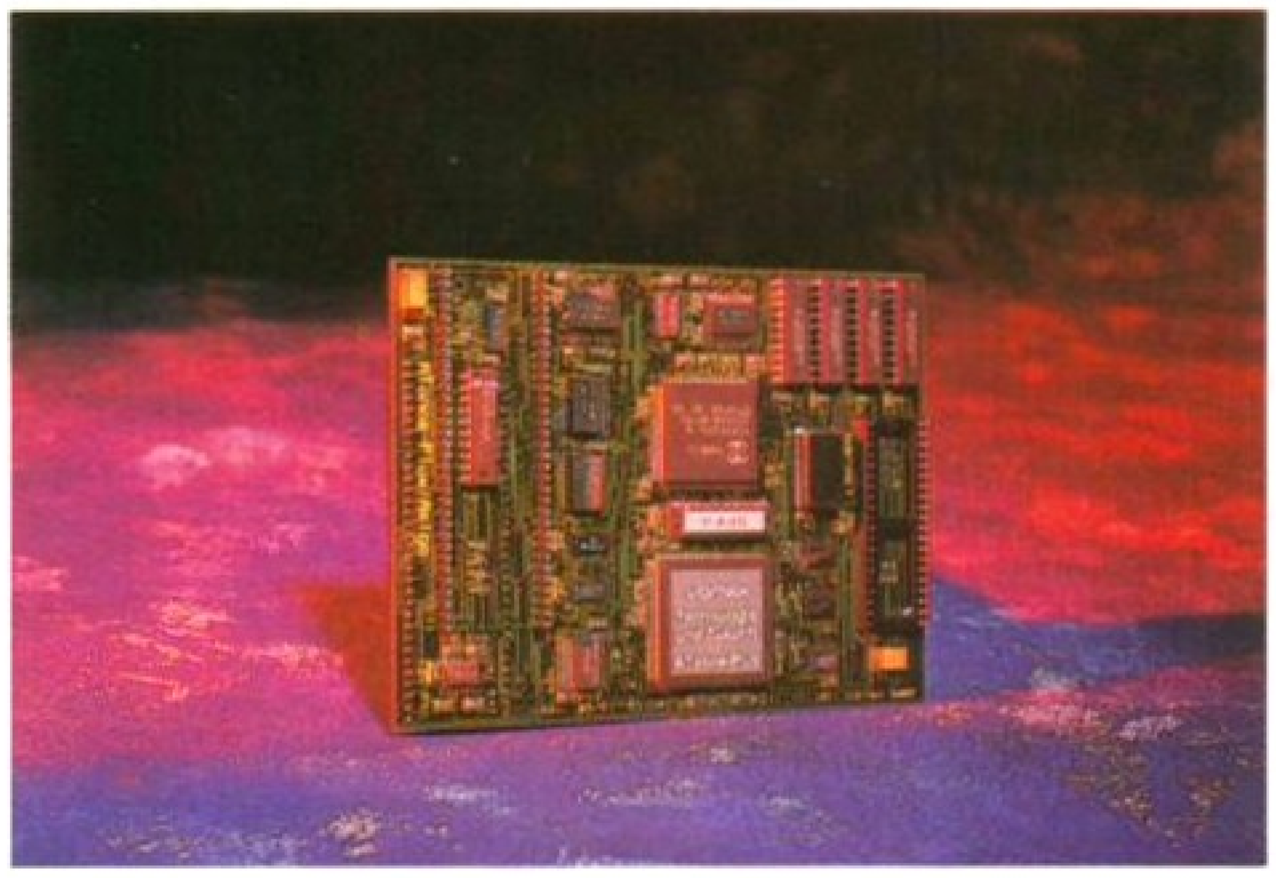
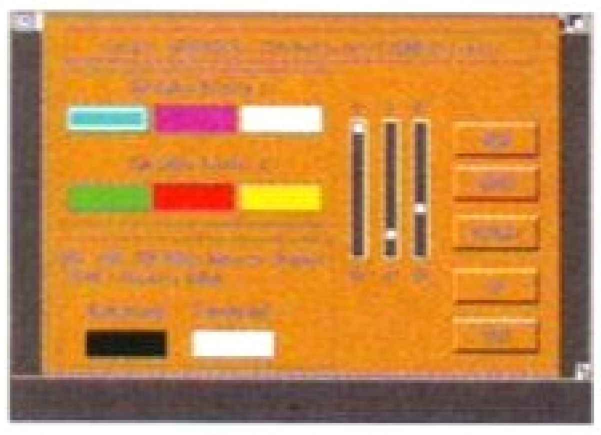
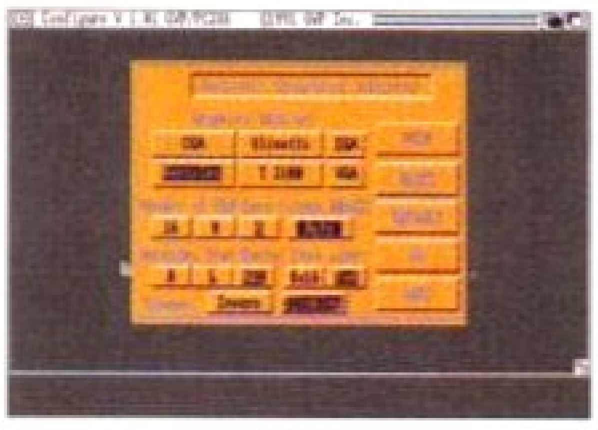
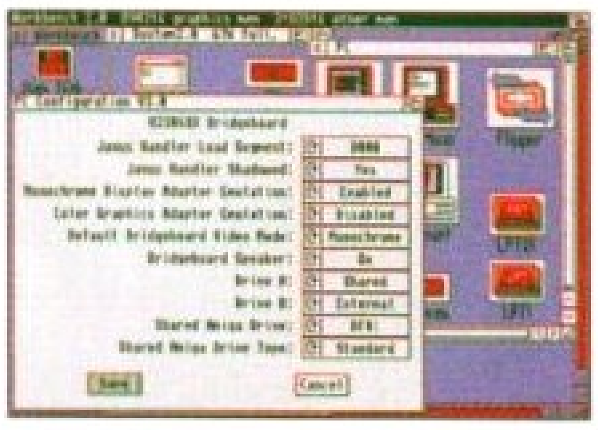
8 Although PCs have a simpler command line interface than Shell, don't expect to learn in a day exactly how PCs work. Getting an emulator to work properly is bad enough without trying to alter Windows so that it autoboots from hard disk. Be patient.

9 You know those PC-owning friends who were so shocked that you went out and bought an Amiga? Try and recultivate them to find out how to use MS-DOS properly. An expert whom you know is worth 20 books on the subject.

10 Experiment. Feel free to delve and explore the world of the PC. The manuals with emulators talk about the product, and for the most part assume that you know how to use a PC already. Don't be afraid to mess around with computers to find out the best ways to use them – just do remember to write protect your disks and use backup copies.

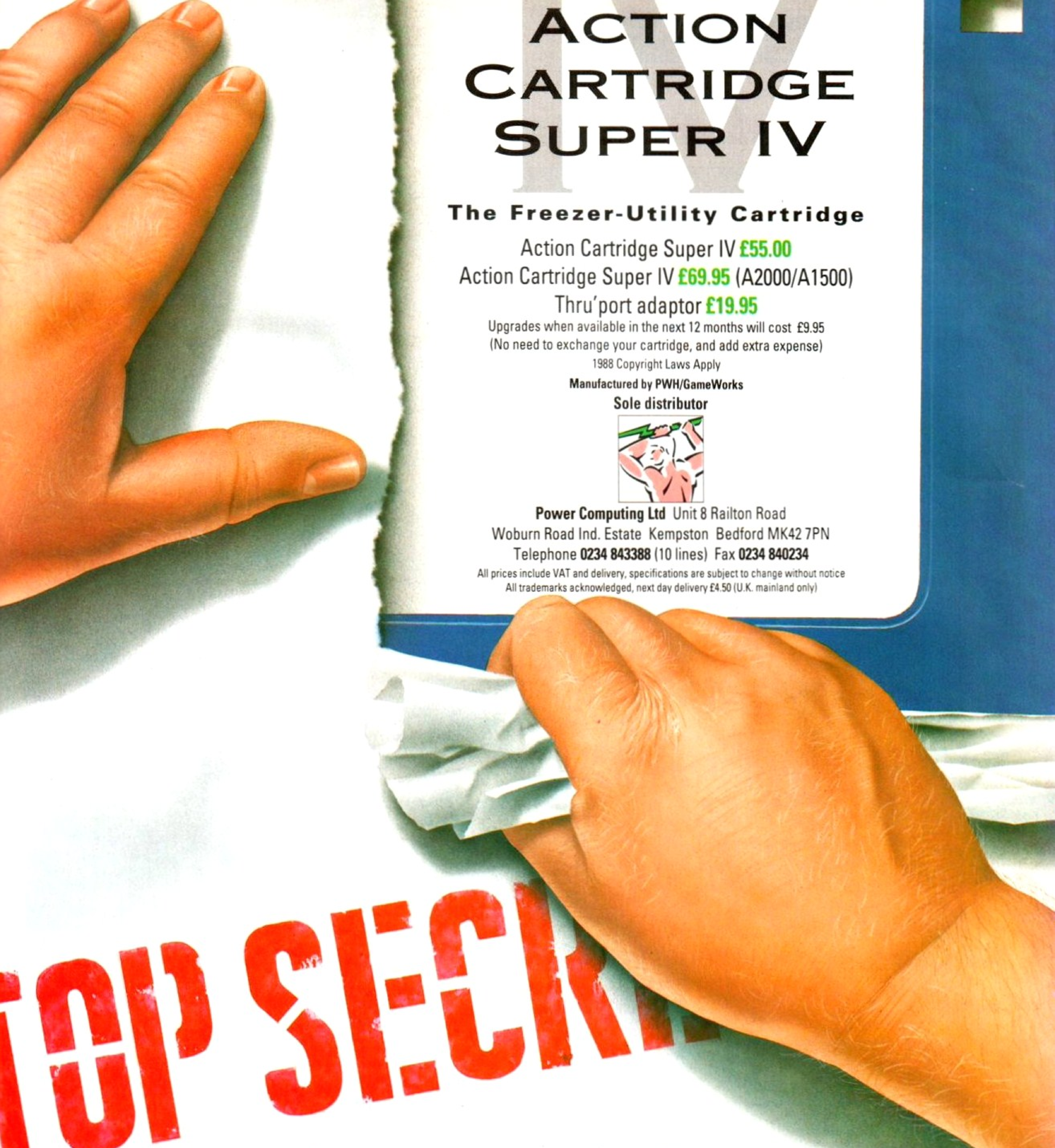
PC emulators head to head

How do the

	Emulator type	Installation	Software
	The Dutch Kolff Computer Systems board is marketed in the UK by Bitcon Devices Ltd. It can be fitted to an A500 or A500 Plus, as well as A1500s, A2000s and A3000s by means of a special adaptor, that costs £75. It comes with 1Mb of memory. This is usable by the Amiga side, although on a standard 512K chip RAM A500 only 512K is added to the Amiga's memory. It costs £219.95 with MSDOS and £189.95 without. Bitcon can be reached on 091-490 1919.	Getting the hardware inside your Amiga is pretty easy. It fits into the trapdoor bay of an A500 or a Plus, and into a Zorro slot adaptor on other types of Amiga. Once it's there, it causes very little in the way of incompatibility. 99.9 per cent of software totally ignores it, and the few exceptions are usually not worth running anyway. Booting with the supplied disk, you can be up and running with a PC within seconds rather than minutes. A 68020 turbo version of the software is included for users whose machines are fitted with accelerator cards. All preferences are set with the mouse rather than the keyboard – very easy.	 The philosophy of KCS extends right through to the software. All settings are easy to make and use. However, because the board doesn't multitask (you can use a PC or the Amiga, not both) you cannot alter the PC while it is working. This can be very tiresome on occasion.
	The ATOnce plus board from Vortex GMbH is manufactured to a high-quality standard. It can be fitted to any Amiga except the A600 or A3000, as it fits into the 68000 processor socket. It comes complete with 512K of memory, which is usable by the Amiga. However, its position in the processor slot makes it difficult to use in conjunction with an accelerator card. It is available for £249 (sans MS-DOS) and is distributed by SDL in the UK. Phone 081-309 5000.	Plugging an ATOnce Plus into an Amiga is not a job for the technical virgin. You have to take out the Amiga's main processor chip with a flat-bladed screwdriver. It's not a difficult job, but for the first timer it involves a few tense moments of prising up and down. Another problem is that getting at the CPU socket involves unscrewing the case, which voids your warranty. Once it's there, you have to start messing about with the software. Most of the options are set with a mouse, although selecting different screen modes is done by typing command names into MS-DOS – technically boring but not exactly difficult.	 ATOnce software is a little more complex than the KCS, but just as easy to use when you get to grips with it. The complexity is due to the fact that this board gives a true AT PC – what do you expect, simpler and more powerful? Settings can be altered without a reboot, a useful feature.
	The PC286 is very similar in design to the ATOnce Plus, but is attached to the inside of a GVP Series II hard drive, via the Minislot. So it can only be used with such a hard drive connected to an A500 or A500 Plus. Coming with 512K of RAM built in, it can use extra Amiga memory and doesn't clash with accelerators cards. Just like an ATOnce Plus, except it doesn't void your warranty. Available for £249 without MSDOS from Silica 081-309 1111.	Good heavens, it's so small! Actually this is an advantage for expansions – small boards are easier to fit. You have to be careful when handling it though – a lot of components are close to the edge, and can be carelessly killed. Taking the hard drive is done by undoing three screws, hardly a tough job. This doesn't void the warranty of the hard drive, because people have have access when adding extra memory. Just slide it onto the Minislot. Once there, you can put the hard drive back together and power up the software. This is nearly identical to that supplied with the ATOnce Plus – setting video modes means using the keyboard to type commands.	 The PC286 software is virtually identical to the official Vortex offering. However, just because it plugs into a GVP hard drive, the author has not assumed that a hard drive is available. Maybe someone, somewhere, is using their Series II as a RAM board.
	The latest in the range of Bridgeboards from CBM themselves, the A2386SX is designed to fit inside an A2000 or A3000 model. Fitted as standard with 512K of memory, it can have to 8Mb for use by the PC. However, it cannot use any extra Amiga memory. The good thing is that you can have two standard AT PC cards plugged in too! The provisional price has been set at £465, and the expansion is available from Commodore UK on 0628 770088.	Good grief, this one is terrible on the novice. Bridgeboards insist on hardware connections between the card and floppy drives. This means fitting ribbon cables between the units, quite a fiddly task. Actually fitting the Bridgeboard takes a fair bit of push, because three sets of connectors have to be made at the same time. That's about three times the amount of friction you usually have to apply. With that bit of muscle flexing out of the way, it's time to find out the joys of the Janus supplied software. You think setting up a hard disk is pretty difficult for the inexperienced? Hahahahahahahahahahahahaha!	 Because Bridgeboards allow you to connect true PC expansion cards, the software is nightmarishly complex. The nice thing is that you can make changes, see if you like them and then reset the PC to make use of them. Very good, but very complicated.

PC emulators stack up? Pat McDonald takes each one apart in detail.

In use	PC Type	Text modes	Graphic modes	Input/ output	Ratings
The KCS gives you a much better PC than the raw statistics suggest. Because it doesn't multitask, the screen is updated quickly (quicker than most PCs when working with text). Floppy disk drives are also surprisingly speedy. The screen mode support is pretty impressive, considering the price of the unit. 16 colours can be displayed in EGA or VGA resolutions, although the dramatic slow down in speed detracts from it. Better to us eight or four colours. If you want a cheap PC that's fast and convenient, and you don't need to have an 80286 processor, this is the choice.	PROCESSOR: NEC V30 (fast 8086 equivalent). SPEED: 11MHz. COPROCESSOR? No. EXTRA MEMORY? Yes. Although in theory the KCS emulator cannot run Windows 3, in practice it can. However, it works best on PC software that is XT compatible, rather than AT types.	MDA: this mode is very fast indeed, faster than most PCs in fact. Can be a bit uncontrollable at times, but you soon get used to it. CGA: 16 colour text mode isn't nearly as speedy, but looks a lot prettier. KEYBOARD: defaults to USA standard, which is a bit of a pain for us UK peeps.	HERCULES: Yes. CGA: yes. EGA: yes (only uses 16 colours though). VGA: yes (again only 16 colours but at higher resolution). TANDY: yes. TOSHIBA: no. OLIVETTI: no.	PC JOYSTICKS: yes (they don't work well mind). MICE: mouse Systems emulation (serial type). SERIAL PRINTERS: yes. PARALLEL PRINTERS: yes. HARD DISK SUPPORT: very good; all popular and many obscure types supported. PC SOUND: done through software. Keyboard click also available.	**SPEED** ●●●● Video and disk access very fast indeed. **DOCUMENTATION** ●● Poorly produced, thin, but just adequate. **ACCESSIBILITY** ●●●● Easy to fit and use – the simplicity helps. **FEATURES** ●●● Quite modest in number, but thoroughly done. **VALUE** ●●●●● You get a lot for your money. Adaptor is pricey. AMIGA FORMAT Verdict **80%**
The ATOnce Plus is a bit hard to start off with with, but once you've been using it for a day or so you are there – most jobs become second nature. Getting it going with a hard drive is the toughest obstacle you'll come across. It will work, but finding the exact combination of software choices, mouse clicks and head scratching makes it a bit more hit and miss than on other systems. If you need a true AT compatible with a 286 processor, then this is the only choice short of a Bridgeboard system. It's not as good looking as KCS emulation but it works with more software.	PROCESSOR: 80286 SPEED: 16MHz COPROCESSOR? Yes. EXTRA MEMORY? Yes. The ATOnce Plus remedies the worst fault of the ATOnce design, in that you don't need any more memory to get a decent PC. Better for those who need a black-and-white AT.	MDA: not a slouch, but it is obvious that an emulator is at work rather than a true PC. CGA: depends on how many colours you are using. 16 colours slow the machine right down. Scrolling can be be made very smooth though – nice touch. KEYBOARD: no problems at all.	HERCULES: yes. CGA: yes. EGA: yes (mono only – defaults to black and white). VGA: yes (again only mono but in higher resolution). TANDY: yes TOSHIBA: yes OLIVETTI: yes.	PC JOYSTICKS: No. MICE: sets Amiga mouse to emulate MicroSoft type. SERIAL PRINTERS: yes. PARALLEL PRINTERS: yes. HARD DISK SUPPORT: quite good but only popular types supported. PC SOUND: none.	**SPEED** ●●●● Slow screen update but quite fast calculation. **DOCUMENTATION** Pretty thorough, well illustrated but in German. **ACCESSIBILITY** ●● Tricky to fit for the novice. Software is good. **FEATURES** ●●●● A poor display but a good PC computer. **VALUE** ●●●● Good. More video emulation modes needed. AMIGA FORMAT Verdict **75%**
OK, using a PC286 is not much different to an ATOnce Plus. The difference is that an English manual is supplied, and if you find some Amiga software that doesn't like the emulator it's easy enough for you to disconnect. You don't get a particuarly brilliant PC in terms of performance. Screen updates are not very fast, and most VGA/EGA programs are unusuable due to the mono screen emulation. However, if you want to add a coprocessor, then using PC number crunching software is much less of a task than on a KCS. Gives an ugly but moderately good PC.	PROCESSOR: 80286. SPEED: 16 MHz. COPROCESSOR? Yes. EXTRA MEMORY? Yes. More or less identical to the ATOnce, this is the emulator of choice for those who already have an A500, GVP hard drive and who don't need colour PC graphics but do need an AT compatible PC.	MDA: same as the ATOnce Plus. Might be a tad faster, though it's really difficult to tell. CGA: again, hardware scrolling can be used to smooth the rough edges when working with lots of colours. KEYBOARD: as above. The KCS has more international options though.	HERCULES: yes. CGA: yes. EGA: yes (mono only – defaults to black and white). VGA: yes (again only mono but in higher resolution). TANDY: yes TOSHIBA: yes OLIVETTI: yes.	PC JOYSTICKS: no. MICE: sets Amiga mouse to emulate MicroSoft type. SERIAL PRINTERS: yes. PARALLEL PRINTERS: yes. HARD DISK SUPPORT: quite good but only popular types supported. PC SOUND: none.	**SPEED** ●●●● Fast enough for everyday calculations. \ **DOCUMENTATION** ●●●● Not indepth, but includes lots of examples. **ACCESSIBILITY** ●●● Warranties are important to many people. **FEATURES** ●●●● You get better PC compatbility than the KCS. **VALUE** ●●●● All it needs is some more colour. AMIGA FORMAT Verdict **78%**
Once you've waded through the manuals and the Janus software, this board gives you the best PC that you can squeeze into an Amiga – at least until the 25Mhz Vortex Golden Gate arrives. It's got features that you just don't get with any of the others, like fitting PC cards and connecting Amiga external drives into the back of the unit for use as PC drives. The ability to use CGA/MDA windows on the same screen as Workbench is very impressive. If you want software like Lotus 1-2-3 on twin monitors, run the latest VGA PC games or connect to a PC network, this is the only choice.	PROCESSOR: 80386. SPEED: 16 Mhz. COPROCESSOR? Yes. EXTRA MEMORY? No. The latest Bridgeboard is ideal for those with a hunky Amiga who want a fairly hunky PC. PC memory must be expanded on the board or by use of an AT memory board.	MDA: very fast, but slow compared to the KCS when displaying a PC screen on Workbench. CGA: really needs Workbench 2 to put PC screens onto Workbench in 16 colours. Still very fast. KEYBOARD: anything you want really. Tricky to set but comprehensive.	HERCULES: no. CGA: yes. EGA: no (card and monitor can be fitted). VGA: no (card and monitor can be fitted). TANDY: no. TOSHIBA: no. OLIVETTI: no.	PC JOYSTICKS: no. MICE: emulates Amiga mouse as Microsoft type. Both can be used at once. SERIAL PRINTERS: yes. PARALLEL PRINTERS: yes. HARD DISK SUPPORT: a grey area. No doubt Commodore kit works fine – but other makes? PC SOUND: loudspeaker mounted on the card.	**SPEED** ●●●●● A 386 at 20Mhz is no slow coach. **DOCUMENTATION** ●●●●● Excellent. Very thorough and well illustrated. **ACCESSIBILITY** ●● A real brain teaser to get working as you want. **FEATURES** ●●●●● A real PC card for true clone compatibility. **VALUE** ●●●● Expensive but very good. AMIGA FORMAT Verdict **86%**



Some of the many features Action Cartridge Super IV has to offer

ardware:

nnects to the expansion port
orks with the A500 and A500+
pports the new ECS chip set, kickstart 1.3 and 2.04
orks with 2MB chip RAM, 8MB of fast RAM
ur competitor supports only 2MB of fast RAM)
equires 1MB
pports all popular hard disks
ainer/slow motion mode for slowing the processor down
th LED intensity control), making games easy to play
tomatic NTSC/PAL detect
rdware works invisibly in the background
rtridge control by two custom chips, so it does not block fast
memory
Supports printers
Supports up to 4 disk drives and 15 hard disk partitions

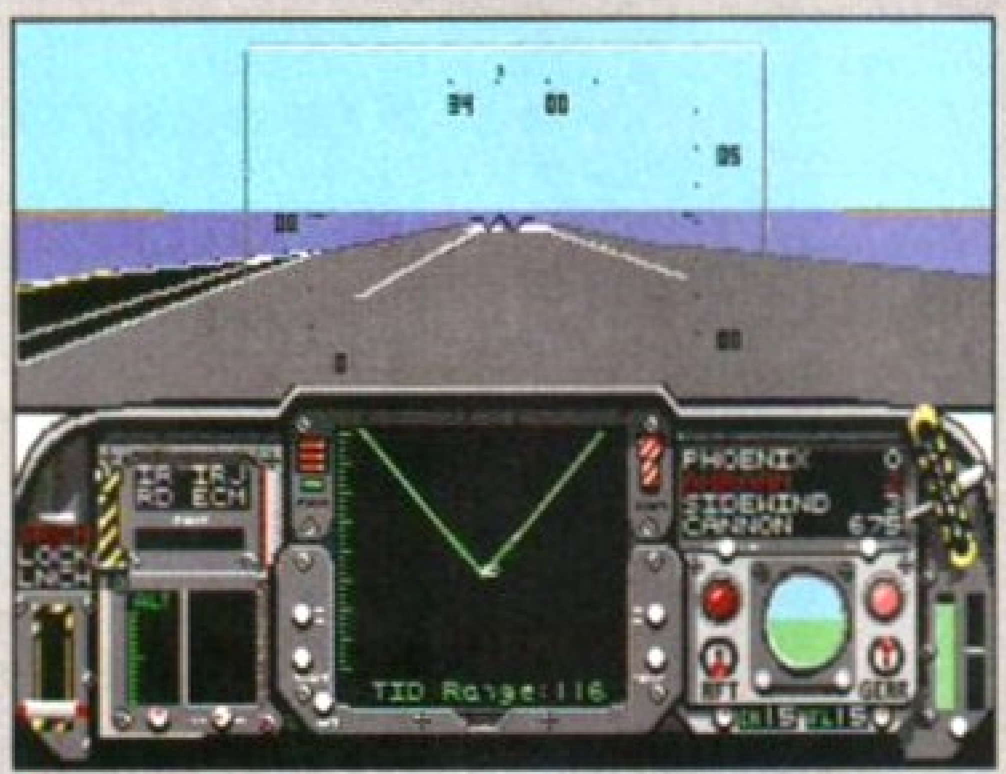
Software:

The latest X-Copy Professional integrated
Two cheat modes (Auto-cheat & manual cheat)
Auto-fire installer
Freeze game
Edit sprites
Sound and graphics can be saved to disk or hard disk in IFF format, Soundtracker modules may also be saved in Soundtracker format
(more than 27 versions of Soundtracker are being supported)
Play sound, forward or backwards, adjust play speed, limit range to be played, zoom range for precise adjustment, save
Displays sound curve on screen with vertical showing the position of memory being played
Trace and play Soundtracker modules
Machine language monitor/assembler with full screen editor
Bootblock virus checker
Install automatic slide show on disk for IFF format files
Filecopy for 1 or 2 drives
Back-up disks with two drives, visual support of progress
Two reset and clear memory options
Help screen upon pressing help button

PC emulators software compati

Leisure Software

Can you play PC games on an Amiga? Not all of them, but there are a few rules to discover: find out how **Pat McDonald** got on with some PC titles.



F-14 Tomcat
Digital Integration



The Rocketeer
Disney/Infogrames

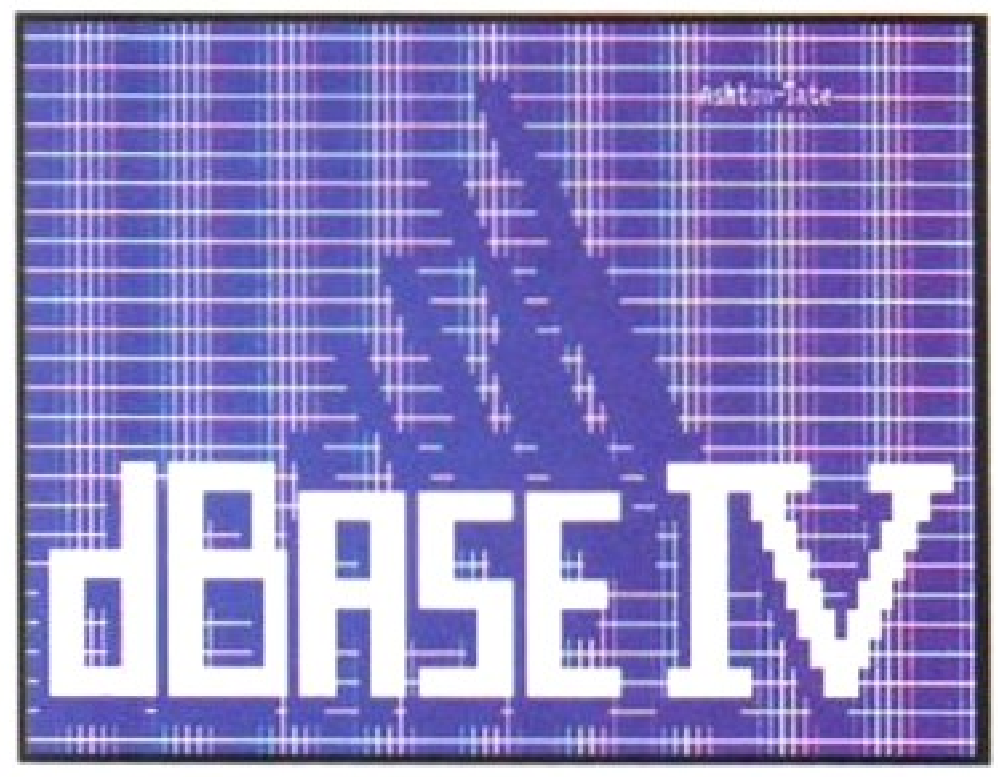
	F-14 Tomcat (Digital Integration)	The Rocketeer (Disney/Infogrames)
KCS Bitcon board	This one works absolutely fine, no graphic glitches at all. Unfortunately the update is so slow in 16-colour mode that it just isn't worth playing. But it does work – remember that. Other screen modes are a bit more playable.	This one defeated my best efforts. It's got something to do with the installation procedure, in that every time you try out a screen mode, the INSTALL program is wiped. A most unwelcome phenomenon.
ATOnce Plus	Getting this running is not easy, but *F-14 Tomcat* does work in the limited screen modes of the ATOnce Plus. Screen update is very slow indeed, but turning off the Amiga side helps quite a bit.	It doesn't want to know. Not even a little bit. I mean, I tried every single combination possible It's probably down to the way the game is written – maybe there are some PCs it doesn't work on. Avoid it.
GVP PC286	Clearly *F-14 Tomcat* is written to be as system-friendly as possible, but on the GVP PC286 it suffers from the same lack of looks and speed as on the ATOnce Plus. It really isn't worth the bother when there are so many good Amiga sims.	Why is *The Rocketeer* so emulator unfriendly? Nothing at all, that's what you get. The program bombs out every time with error code 255, same as the other emulators. It would be nice to report how awful it looks, but I can't even do that.
CBM A2386SX	Without a graphics card, this game will not work on a bridge-board. Kitted out with a 20MHz PC, you wonder why you spent all that money when you could have got an Amiga accelerator plus *Birds of Prey* and had some real fun.	No, no, no. Even with a graphics card I got nothing out of the game. Not a peep, buzz or whistle, let alone superb Walt Disney graphics. The copy of the program isn't faulty, it just seems to hate emulators.

Serious Software

So emulated PC games pose problems. Can emulators give you a PC that can do serious work, or is it all a confidence trick. **Pat McDonald** reports…



AutoRoute Plus
NextBase



dBase IV
Ashton Tate/Borland

	AutoRoute Plus (NextBase)	dBase IV (Ashton Tate/Borland)
KCS Bitcon Board	Hmm. Suspiciously easy to set going. Admittedly very slow working in 16-colour VGA, but stable and very usable. Quite an impressive feat. Making it work with a mouse is more tricky, but it can be done.	This one is a big disappointment. Although it installs fine, running it causes the emulator to crash and reset. It really should work, but the simple truth of the matter is that it doesn't. Not at all pleasing.
ATOnce Plus	Good grief, there is an intense problem on this one. It just will not install to hard disk. It insists that the Install disk is write protected, when in fact it is perfectly OK. Is someone pulling a fast one or what?	Well, if you have a 1Mb Amiga then *dBaseIV* can be made to work with this emulator, but it's not an easy job. Setup and configuration of the program isn't the problem, you have to alter a lot of MS-DOS settings to get any joy.
GVP PC286	Same problem as the ATOnce Plus, the program refuses to install. It must be something like the design of the emulator hardware clashing with a floppy disk address, or something similar. Highly infuriating.	Because you have a hard disk available, getting the PC configuration just right to run *dBase IV* is not as much of a nightmare as the ATOnce Plus. All the same, the speed of the emulator mitigates against serious *dBase* usage.
CBM A2386SX	The good news about this program is that you don't need a graphics card to make use of it. Although faster than using a KCS, the difference in performance isn't really matched by the difference in price.	This is the sort of job that's meat and drink to a bridgeboard. Having dedicated hardware links for floppy drives means that it doesn't have the reset problems of the KCS or the speed slowdown of an ATOnce Plus/GVP.

bility

Now you know what the hardware is like. So how does emulated PC software behave?



Secret Weapons
LucasArts/US Gold

Um. Well, you get a picture, you get sound, but you don't get much playability. Screen updates judders along in a semblance of moving graphics, but I'm not really impressed. Loads *Secret Weapons Of The Luftwaffe* data disks too.

Actually not that bad. Using low-resolution, mono colours and turning off the PC side, it's still appalling but quite fun. Even so, I wouldn't recommend this combination to other than complete masochists.

Exactly the same as the ATOnce Plus, except that having a hard disk connected means less time when trying out different screen modes. Not recommended, but you can't get an Amiga version yet.

Without a graphics card, no go. With a graphics card, WOW! Yep, really a game to get. Flying fictitious German planes against masses of Allied bombers is just fun, fun, fun. Definitely a must buy in my book.



Twilight 2000
Empire

Nope, this one didn't work. It really needs a 256 VGA/MCGA card on a real PC – 16 colours just gives a corrupted screen. The program is working in the background, but you can't make head nor tail of what's going on.

Um, yes, a total waste of space. If 16-colour VGA isn't up to scratch, then guess what mono is like. Very black actually. Oh well, at least the Amiga version is due out pretty soon. Bit of a shame – I was looking forward to playing it early.

There is no difference in the quality of black screen you get with the GVP emulator. Similar to the KCS, you can see that the program hasn't crashed, but you don't get a picture. What do you expect, miracles?

Usual story, but with one important difference. You need a VGA or MCGA card to see *Twilight 2000*, but the frame update is very slow. Not a game for arcade freaks – *M1 Tank Platoon* has similar speed problems.



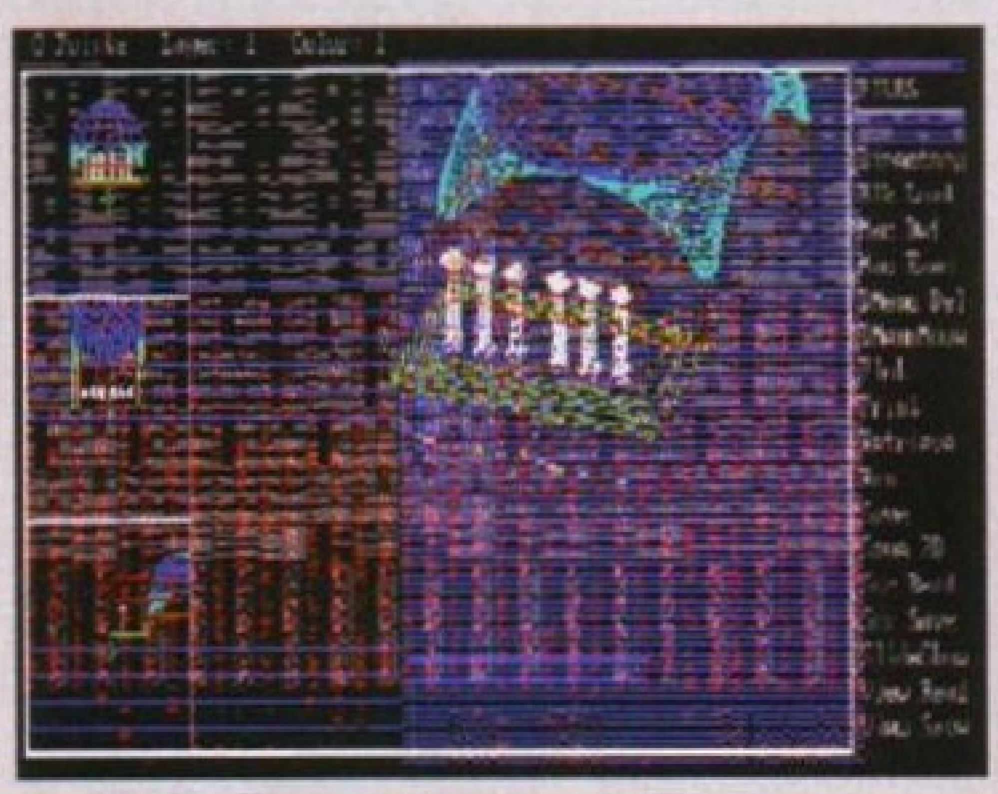
Ultima Underworld
Origin/Mindscape

No joy on this one either I'm afraid. *Ultima Underworld* is similar to *Twilight 2000* in that it uses 256 colours and needs a 386 processor. Mind you, this game needs a pokey PC to really get the most from it.

Hmm. What is the point of having an AT standard when people write programs that need a 386? Well, *Ultima* is a bit special, in that it uses bitmapped 3D graphics. Will we ever see an Amiga equivalent? The gauntlet is down.

No chance at all. No way will this game run with an ATOnce Plus or a GVP. Maybe there will be a 386 GVP emulator – but even so, there is the problem of the graphics display. A software 256-colour emulation would be sloooooooooooow.

Well, if you have a VGA card then it works, but it's nothing to write home about. The frame update is incredibly slow and the control is slowed down past the point of enjoyment. A game that needs a real PC.



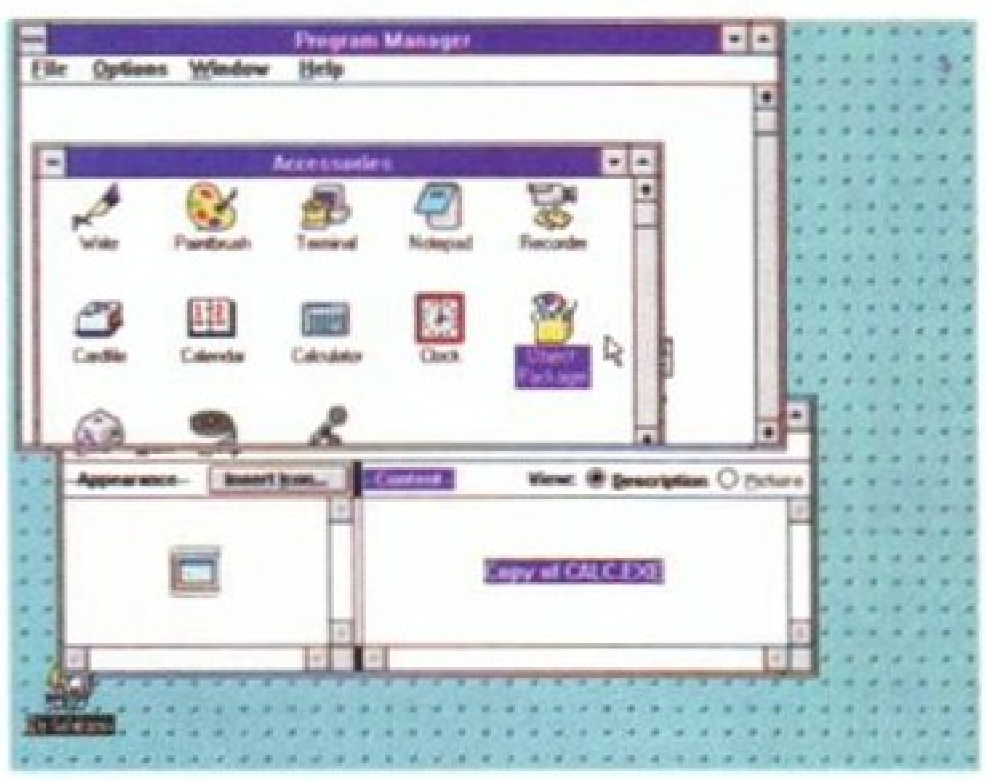
Design Cad 3D
PMS

This one is tricky to get running. The problem is that the program has drivers for just about every PC graphics card under the sun and if you choose the wrong one you get graphics corruption, as in the picture above. Very slow, but it works.

Not brilliant on this emulator, but the design has some benefits. Using less colours than a KCS, this is one of the few programs to make use of a PC maths chip. Slow screen update, but quick picture generation.

Having a hard disk for this program helps, but it's so slow to access the different options and menus. Rather than set it up to use a mouse, stick with the keyboard – it's a lot more precise. Slow and finicky, but usable.

Very good, but you'll need a graphics card to get the best results out of it. A maths co-processor is also definitely recommended. If you want to use this PC design program on an Amiga then you're totally mad!



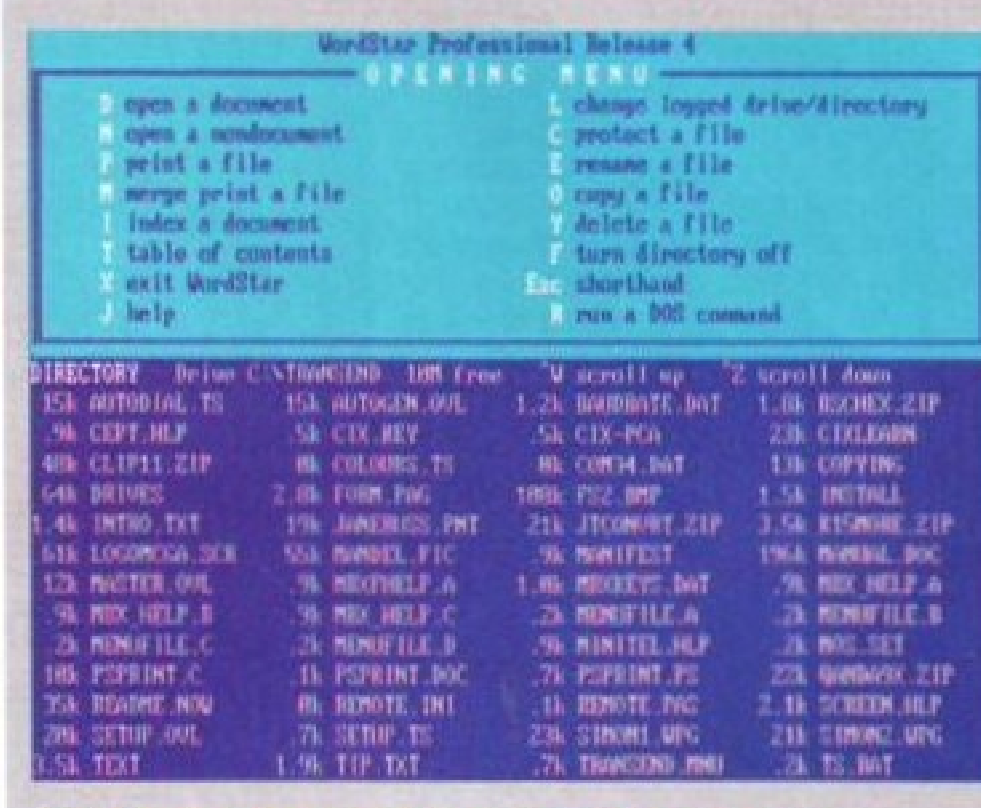
Windows version 3.1
Microsoft

Yep, this one works and it's a minor miracle that it does. Running protected programs on an NEC V30 is supposed to be impossible, so how is it done? Lots of Amiga memory if you want to use Windows with a KCS.

OK, so Windows doesn't look brilliant, but it's stable. It's an AT processor doing an AT job. A shame it's so slow, but it can be used to launch Windows-compatible programs – just make sure that you have lots of memory.

If you want Windows then a hard drive is damnably useful. It takes about 2Mb of disk space and loading it all from floppy is a real, genuine pain. Still slow like the ATOnce, but secure – you can trust this snail.

Windows is comparatively good on this model of Bridgeboard. You don't get quite the dramatic slow downs and appalling disk accesses, especially if you have just shut down Workbench 2.



WordStar version 4
WordStar International

The great grandaddy of word processors works a treat on a KCS. The fast 16-colour video modes and lightning disk access make it quite a nice program to use, if you like a clapped-out mid-Eighties design.

What unhappy memories this brings back. It's just like using an XT circa 1984 (when I was at college). Sluggish in the extreme. If you hanker back to the days of a mis-spent youth you'll be right at home with this.

WordStar can handle very large files, loading each piece as you scroll around. A hard drive is useful, but not really that important – give me the faster video modes of a KCS any day. Slow and rather pointless really.

Good heavens, it's almost good. *WordStar* is meant to behave like a tortoise involved in an industrial dispute, but using this super-duper bridgeboard it's like using an Amiga shareware word processor. Get my drift?

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Not just some really impressive effects at the push of a button, but also a photo-quality animation system that rivals anything Hollywood uses in films: **Brian Larkman** shows you the future of graphics…

ImageMaster

Image Processing ■ £175 ■ Black Belt

IN THE BLUE corner, defending the title: current champion of the world, the best 'true colour' image processing package there is for the Amiga, *Art Department Professional* by ASDG (reviewed issue 36, page 149, 85%).

And in the red corner, the challenger: *ImageMaster* from Black Belt, which first appeared a year ago as *Image Professional*, one of the bundled programs with HAM-E. Now it's a stand-alone program for all Amigas and it has some pretty competitive features which could win it the title.

When 'true colour' 24-bit graphics started making a real impact on the Amiga about 20 months ago, it was clear that a new generation of software would be needed to make the whole thing worthwhile. One of the very first pieces of software available that could handle 24-bit image files was *The Art Department*, ASDG's image-processing program that converts all image data into 24-bit files to work its bit of magic.

The Art Department is an expandable system that can be adapted to read and write any number of file formats. Once data is read in, it can perform a number of processing functions to change the image. It can also be used to add titles to pictures, and it works with animations.

The newcomer, *ImageMaster*, would seem at first glance to be less capable when it comes to file format conversions, but to have a lot more special effects that can be applied to an image. Let's see how close to the mark these first impressions are.

***ImageMaster* actually comes** in a number of variants – *ImageMaster* as reviewed here, *ImageMasterFC* (for the Impulse FireCracker 24-bit display board) and *Image Professional* (for HAM-E). But all three share a similar interface 'philosophy'. The traditional Amiga icons and menus are abandoned in favour of a single control screen with labelled 'push-button' icons.

This makes it very quick, because the difficult bit, the screen display of the actual image, is taken out of the equation. But the disadvantage is that it can be confusing.

To begin with, delving into layer after layer of very similar panels of words without any symbol or colour to distinguish them can be quite disorientating. To be fair, this feeling mostly dissolves as you become intrigued by

IMAGE MASTER is available from Amiga Centre Scotland 089 687 583



Clever tricks, and we're not just talking about the skater. Here the image of the skateboarder has been processed for a motion blur effect, then cut out and composed with a background to give a striking result.



COMPOSITING
Here the image of a skateboarder has been cut out and stuck on top of a second image, the background, giving an acceptably strange result. Unfortunately, *ImageMaster* is not especially good at blurring the edges of the cut-out, so it looks too obviously stuck on.



the fabulous range of processing tools, but after a month of using it the desire for icons, menus and key equivalents still nags, like mild homesickness.

The main control panel has nine buttons which give access to the main areas of the program: Setup, Display, Buffers, Composition, Processing, Painting, File I/O, Macros and Tools. It's a very similar approach to that of *Art Department*, except with more features on offer. Behind the buttons lurk some quite remarkable new facilities.

Setup and Display control the startup defaults and the normal screen display. Setup gives you the option of using the standard 2.0 requester or Black Belt's own (both are equally annoying). Display provides all of the standard Amiga display modes, but also enables a 'script' to be called each time the screen is updated so that a separate display device (FireCracker, Harlequin and other frame-buffers) can be used.

A 'filmstrip' can also be selected that shows an 'audit trail' of each action that you make, recording what you've done to an image. It can be very revealing to go back over a number of trial renders as you experiment with a particular function, and if you produce a sequence of images – using Morph for instance – the strip can be animated.

Buffers are areas of memory set aside to store images, their number only limited by memory. The Primary (displayed) image, the Secondary image (used for compositing), alpha blends, brushes and all other stored clips including the Undo buffer are displayed by name on the Buffer panel and can be selected interchangeably.

Almost every action that you take, therefore, creates a new buffer that must be named, even simple round paint-brushes. This is a flexible, but rather curious and confusing way of working which often interferes with the creative flow. How much better if all buffers were stored and iconised automatically in miniature. That would be a powerful innovation!

Processing, Composition and Painting are really self explanatory, but for those who are not sure here's a summary.

Processing an image involves transforming the state of the pixels in a selected area, often after comparing them to the surrounding pixels. In this way features in the image can be sharpened, blurred, smeared, coloured, enhanced, removed or moved in an almost infinite number of ways. Just some of the results are shown in the illustrations.

Composition involves combining two images – the primary and secondary buffers – in a similarly vast number of ways.

Painting is in effect the same process of pixel painting we are all familiar with from good old *Deluxe Paint*, but also integrates many elements of Processing and Composing.

These three functions are of varying effectiveness as image manipulation tools. Processing is easy to use and very powerful in operation. Composition is also powerful but is rather disappointing, mainly because the edge blending or 'feathering' is so poor, so that it is almost impossible to make things blend in. Which is the whole point of a 24-bit processing system.

Of all the functions, Painting is the most inhibited by the interface. Considering the astonishing power of its tools, this is very frustrating. Having to constantly swap from panel to panel, just to select a colour or a different size brush – even having to type a name for new ones – totally destroys the fluid creative process. A great pity, but Black Belt are working on a completely new, 'designer-orientated' interface. More on this later: first let's look at some of the other functions.

Macros are 'scripts' that put into action a sequence of operations at the touch of a button. The Amiga now has its own macro language, AREXX, which is increasingly being supported by new software. Its real power lies in making the functions of any supported program available to other software, and *ImageMaster* is no exception.

All of the processing tools are accessible via the Macro panel – but only if you under-

MORPHING – THE FUTURE OF SPECIAL EFFECTS



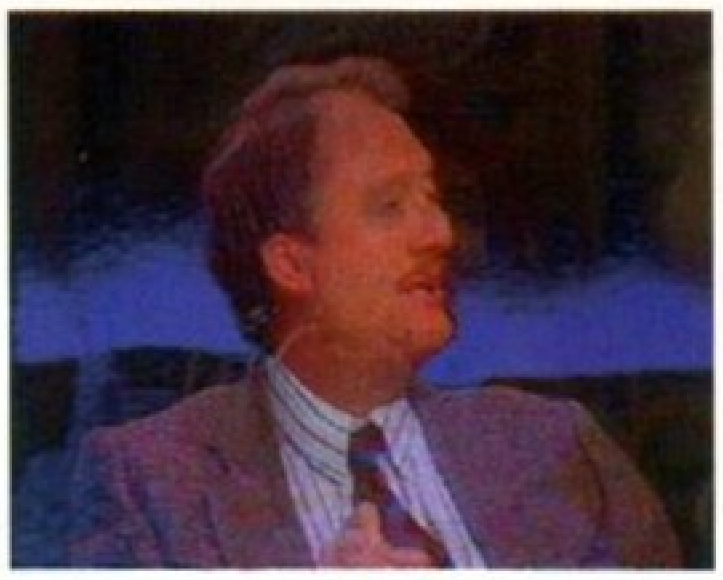
If you were watching the special edition of Barry Norman's famous film programme on BBC TV recently, you'll have seen a whole load of stuff about the technique of morphing. It has completely revolutionised the film special effects industry and makes all kinds of things possible that could otherwise not be done or which would simply prove too expensive.



Here the 'primary' image, a picture of TV star Ruby Wax, is 'morphed' into the 'secondary' image over a number of frames using geometric as well as colour information from both source images. Is that too much to take in? Well, all it means is that you can decide separately what shapes and what colours in the first image are to change to other shapes and colours in the second.



Effectively the primary image is faded to the secondary image, but certain features on one image are locked to similar features on the other, so that as well as fading to the colours of Ruby's mouth, Ken's lips move to occupy the same position as hers on screen – so do their eyes and noses, ears and hairlines. Even the pattern on his tie can be made to move to match her scarf.



The result is an almost perfectly smooth transition from one image to the other over a chosen number of frames, creating an animation. the lovely thing about this technique is that it does not leave holes or unwanted bits of image lying around in the background – instead, the background appears to remain consistent throughout. And here Ken appears...



The same technique was used to create the transformation of the new Terminator from metallic to humanoid form in *Terminator 2* and is fast replacing the use of robots and models in special effects in the movies.

stand AREXX. Some scripts and AREXX tools are provided for you, as we shall see, and many more are being developed. But it would be an awful lot easier if the system could store mouse moves and selections to create an automatic script. You could then use this again on other images, or even on a whole sequence.

The File I/O button hides one of the most important new features of *ImageMaster*. On this panel files can be loaded and saved in a wide range of formats, both 24-bit and all normal (and not so normal) Amiga modes.

Numerous non-native modes are supported, but strangely there are very few common Mac or PC formats, not even PICT, TIFF or PCX. A call to Black Belt reveals that TIFF is on its way, but overall they don't want to duplicate *Art Department Professional*'s powers of format conversion. A pity really.

As well as these mundane features, a tool marked Multi-Frame Sequence provides access to the sequence processor, the heart of the program's potential power as a 24-bit animation system. Let's take a closer look.

In theory it is quite simple. By applying an image process to a sequence of files and varying its parameters, the process itself can be animated. Using the Stepped Zoom, for example, you get a smooth zoom into an image (the software can anti-alias each and every clip to avoid pixelisation).

Cutting a sequence of clips, each a few pixels offset, will produce a smooth pan: by varying the blur, smear and sharpness of objects composited together you can 'pull' the focus or produce depth-of-focus effects. Relief and embossing could appear and vanish organically: ripples and waves could flow across flat objects spinning and receding into 3D (or rather 2.5D) space – and all in 24 bits of true colour. The potential is enormous.

This potential and more is already available in *ImageMaster*. The sequence processor and all other processing tools can be controlled by AREXX scripts so almost any of the animated effects of *Deluxe Paint III* could be produced if someone has the time and the will and the skill to do it.

Several third-party developers as well as Black Belt themselves are now developing these functions with AREXX, but really they should be integrated into the program at a fundamental level. Imagine a system with the functions and ease of use of *Deluxe Paint*, but operating in 24-bit colour! It's very close.

One unique tool is already integrated into the system. From the Composing panel, choosing Special leads you to the Morph. Here the Primary image can be 'morphed' (the word means simply 'shape-changed' and derives from 'metamorphosis') into the secondary image over a number of frames using positional as well as colour information from both source images.

The result is a gob-smacking transition that must be seen to be believed. My jaw still aches from its initial drop – and that was just the lo-res HAM version. No static pictures can convey a fraction of the effect, but we have provided them anyway!

Those special effects in action...



The original image, to which we are going to apply a number of the special effects that *ImageMaster* offers. Most of the effects are applied simply by pressing a button on the control panel. Some give interesting results if you repeat or combine them.



ASTERIZE
This simple effect adds a starburst, rather like a camera star filter.



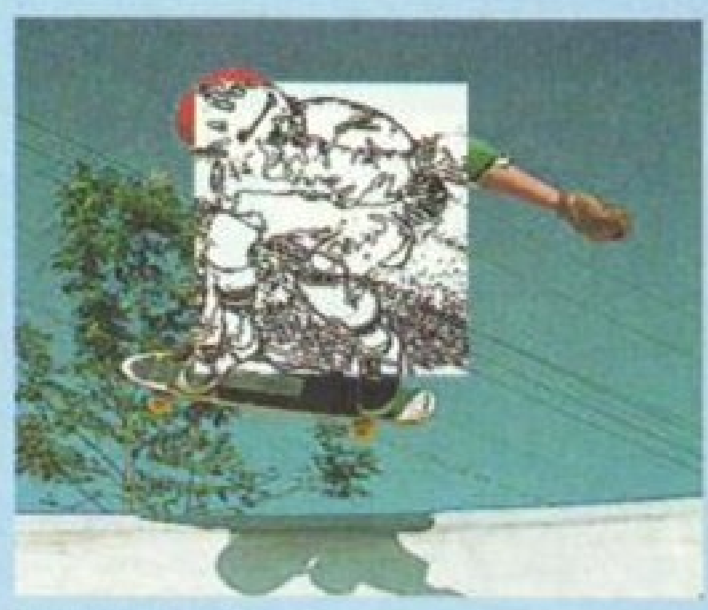
BRIGHT DILATE
Colours are brightened and bled, giving a posterised effect.



RADIAL WAVE
Gives a quite stunning result, this one. Pixels are pushed about and areas of colour behind them are spread, giving this remarkable view as if the image is underwater.



BRIGHT ERODE
Colours are darkened and bled, which makes weird brush-like effects.



CONTOUR LINE
Processes the image to line art by choosing boundaries between colours.



CONTOUR
Picks out broad areas of colour and blocks them in for a posterised look.



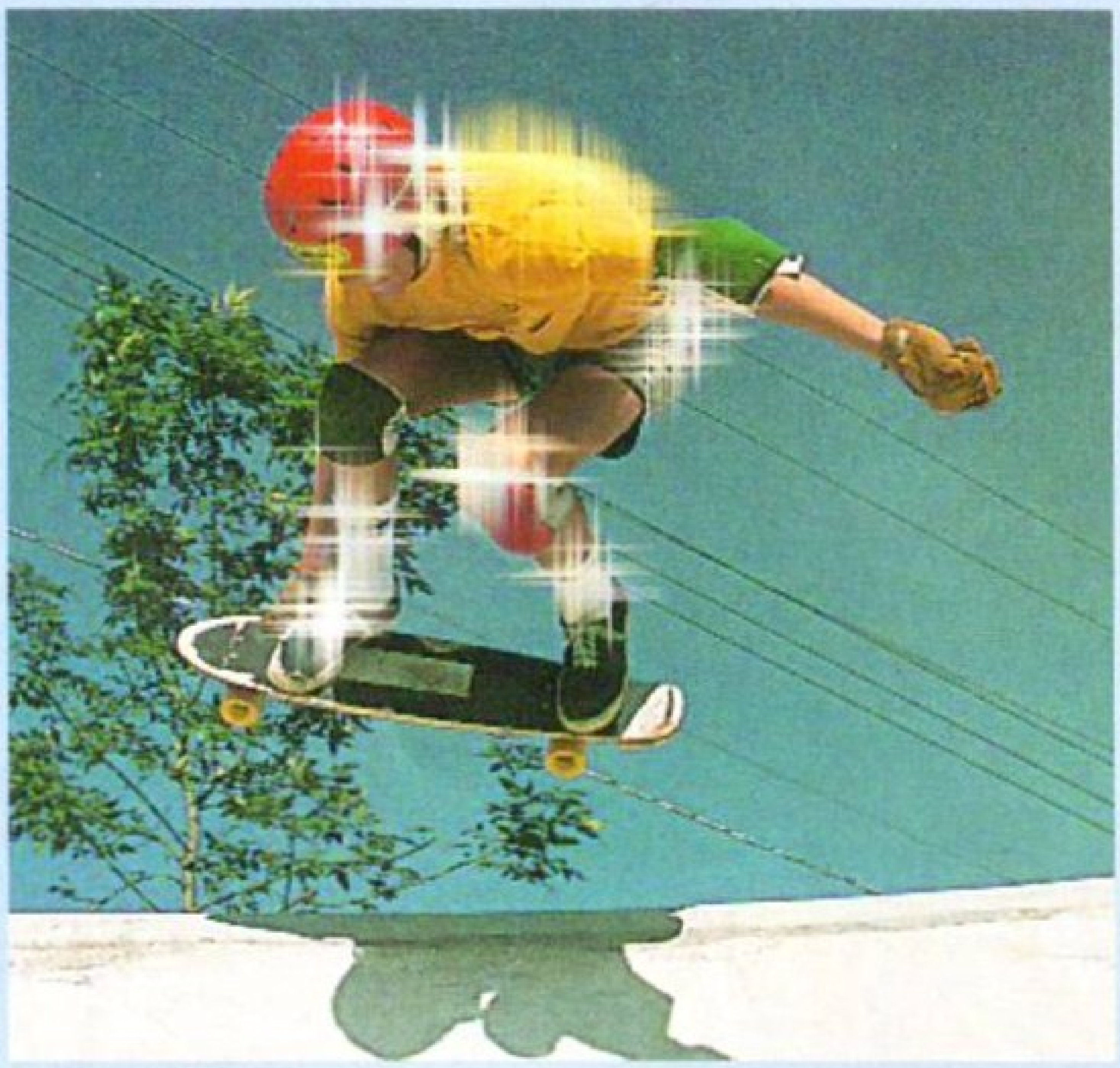
EXPLODE
A pixel scatter like a motion blur. It can be a bit tacky, to be honest.



IMPLODE
This effect concentrates the radial lines, looking as if the image gathers in.



KOCH FRACTAL
Simply imposes a particular kind of fractal on the image. A snowflake effect.



MAKE SHINE
Rather than applying a starburst effect to a particular point, you can get the program to do it automatically. It picks out areas of the greatest brightness.



LINE ART
Picks out colour boundaries for the lines and retains colour in the lines only.



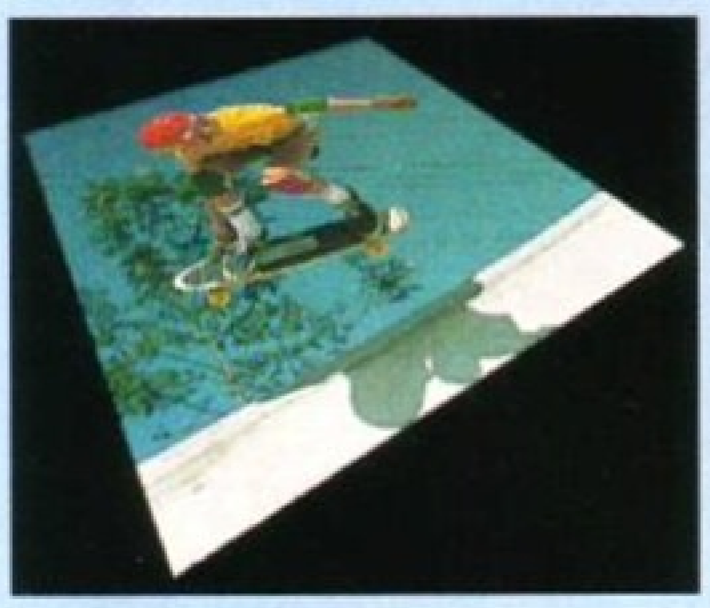
LUMINOSITY RANDOM
The colour of each pixel remains, but the brightness is shifted at random.



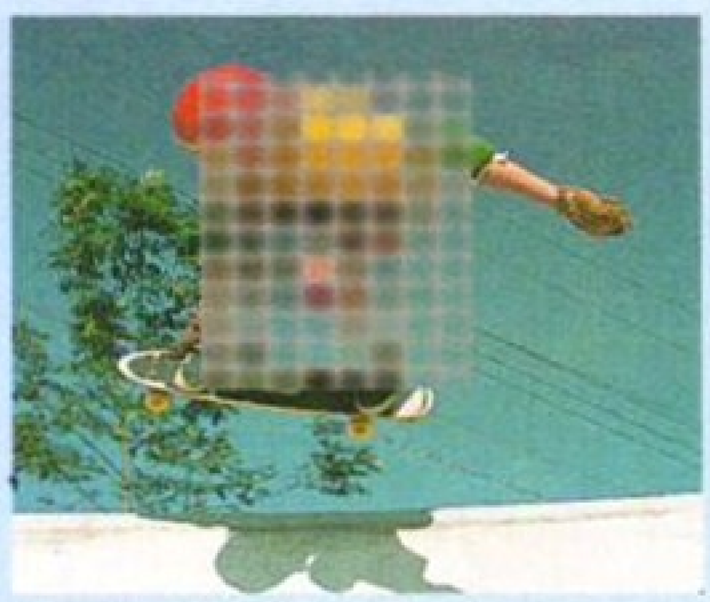
SPIRAL BLUR
Another pixel-shifting effect uses a circular pattern base to give this result.



MOTION BLUR
A pixel-shifting effect based on a simple linear pattern to give a feel of speed.



PERSPECTIVE
Remaps the image on to a flat plane as if it is being viewed from the side.



POINT CELL
Imposes a set of squares with the dominant colour picked up in each square.



DOME
Very clever distortion effect mimics the use of a powerful fisheye lens.



RANDOM DITHER
Swaps colour value of pixels at random, giving an effect like a bad TV picture.



TESSELATE SMOOTH
Pixellated in a hexagonal pattern, with smoothing added on. Very weird.



WAVE DISTORT
Another distort effect: here a wave runs both across and down the selected area.

Morphing of this sort is completely unlike the simple morphing seen in *Deluxe Paint IV*. In *DPaint*, it simply means letting the computer work out how to change one brush into another. The frames in between the start and end points are not very clever.

Real morphing involves being able to choose exactly what elements of two whole images you want to blend. It's powerful, it's impressive, and, in *ImageMaster*, it's very nicely implemented.

***ImageMaster* is brilliant** but suffers from the classic 'designed-by-programmers instead of programmed-by-designers' syndrome. The vast array of processing, composing and painting tools are a real credit to Black Belt's programming skill, but they need a team of professional designers to re-work the interface.

Most of the people who will use an image-processing program are likely to be visually aware. They want their working environment, like their home or office, to be stylish and pleasing – they spend many hours staring into it. Very few Amiga graphics programs can make that claim, and that has to be part of the reason so many designers use the inferior Macintosh system. Even though they are often slower and less powerful, Mac programs do look and feel comfortable.

At times *ImageMaster* resembles a piece of modern architecture, wearing its entrails on the outside instead of hidden. We all know that we use buffers, but I for one prefer to keep them decently clothed.

Nevertheless, *ImageMaster* is the most powerful image-processing system on the Amiga, probably on any any computer at a vaguely similar price. The list of new features alone, simply stated, is longer than this article, so we have inevitably missed out descriptions of some important functions.

The potential of *ImageMaster* for 24-bit animation in particular is tremendously exciting. Anyone who has seen *Terminator 2* or the new 'Alive' Volvo ads can see the future possibilities. The program needs to be seen to be believed – but it is crying out for an attractive, modern, ergonomic and easy-to-learn interface. Please, Black Belt!

ImageMaster

SPEED ●●●
An accelerator is essential but it will still seem slow. Fast for what it does, though!

DOCUMENTATION ●●●
The manual is reasonable; the ReadMe file you need to print out is almost as long.

ACCESSIBILITY ●●●
Lord, give me icons and menus (a new version is under development).

FEATURES ●●●●●
Astounding. I'm still finding new functions after a month's hard use.

VALUE ●●●●
Cheap at twice the price, expensive though it is.

AMIGA FORMAT Verdict **89%**

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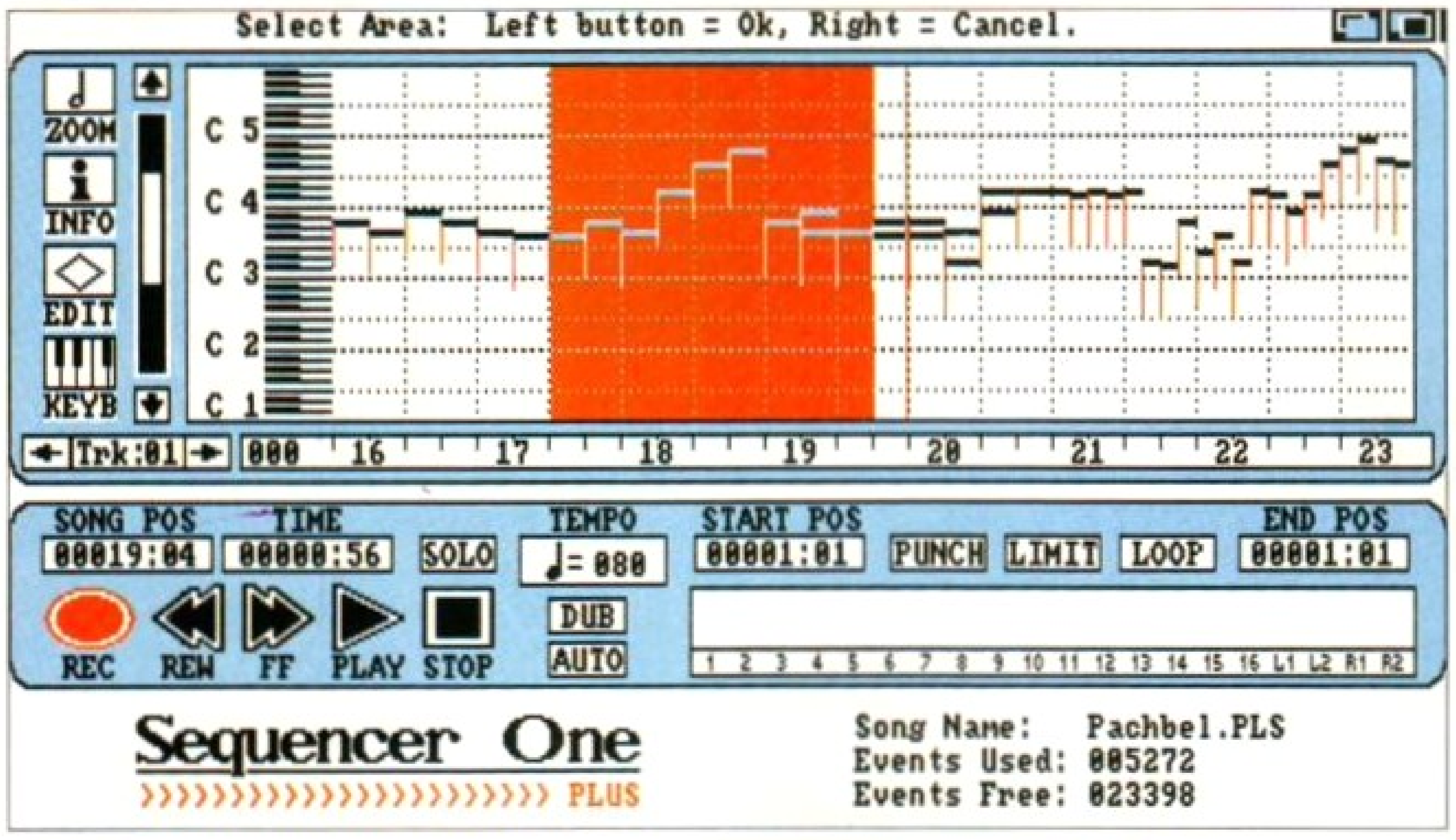
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Getting hold of a beginners' package for MIDI sequencing may be all very well, but what happens when you feel you've out-grown it? **Maff Evans** charts the upgrade path available to users of Gajits' musical starter package.

The Step Editor screen now has more tools to make creating tunes easier. The little lines going down the page don't mean the ink has run – they show the velocities of the notes.

Sequencer One Plus

MIDI Sequencer ■ £49.95 ■ Gajits 061-236 2515

LET'S GET ONE thing straight: *Sequencer One Plus* isn't an entirely different program to the original. The user interface and general operations stay the same. The main difference is that a few new editing features have been added to make producing MIDI sequences a much more fluid process. What we'll do here instead of talking about the general functions (which remain the same for the most part) is give you a run-down of the new features...

THE NEW SCREENS

The first noticeable difference is the addition of two options in the Screens menu – the Tempo Map and the Juke Box.

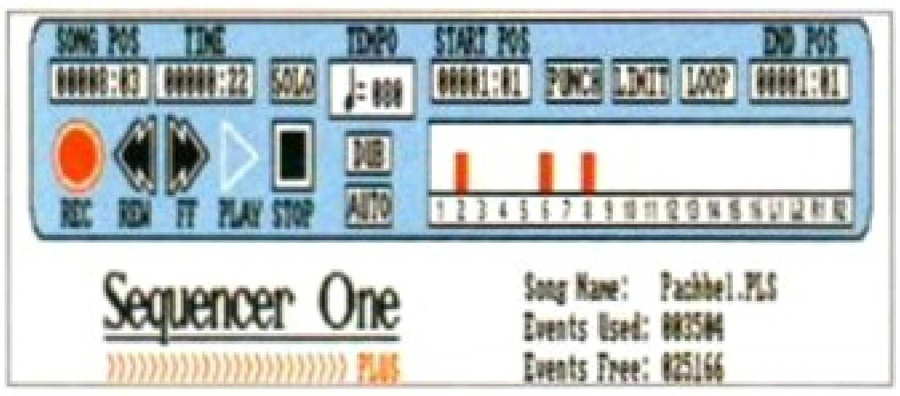
The Tempo Map brings up a screen similar to the Step Edit window, except that a red line is displayed across the middle of the display and a numeric scale is placed on the left of the screen instead of a piano keyboard. By clicking on the red line, a corner is added (making the line look like a square-wave). By dragging this corner around, you can change the tempo at any given point in a song. Just place the vertical line at the beat that the tempo change should occur and drag the horizontal line to the tempo you want. Simple.

The Juke Box screen is a simplified way of loading up a series of sequencer files and playing them in succession. You can construct a list of files to play, set the delay between songs, and even get the program to load the next song while the current one is playing! The 'Album' files can also be saved out to disk, so you can recall an album at any time.

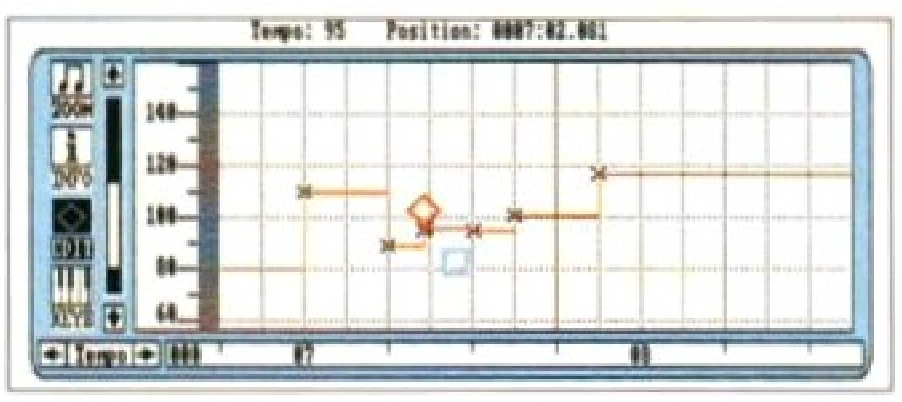
DIAMOND DRAG EDITING

Perhaps the most important improvement this one. Previously, if you wanted to enter notes directly on to the grid you had to set up your note durations beforehand and use a combination of the Keyboard panel, the space-bar and delete keys to get things right. If you made a mistake, then it was a matter of accessing a series of functions to put it right. But no more!

In place of the Delete function on the Step Edit screen, a new Edit icon has appeared.



The main control panel boasts a few extra items. The info panel gives you information on the sequence, while Solo and Punch make editing and recording more fluid.



The Tempo Map allows you to change the timing of your song at any point. Just drag the line where you want it and let 'er rip!



You can now organise your songs into a MIDI album using the Juke Box screen. Just arrange the files in the order you want them and set the delay between tracks.

When this is highlighted, you can click anywhere on the grid to bring up a note. This note can be moved around the screen and stamped down wherever you want. Once a note has been stamped down, a series of boxes appear around the note. By clicking in any of the red, diamond-shaped boxes, you can change the position, length and velocity of the note. Pressing the left button in the blue square pulls up an option menu, which allows you to adjust the effect of the note or get rid of it altogether.

TRACK FUNCTIONS

A few extra Track functions have also been included to make things easier. With *Sequencer One* you couldn't listen to one track at a time. The addition of a Solo function now makes this possible. All you do is highlight the button and only the current track plays.

As well as the Loop and Limit buttons, there is now a Punch function. This plays the track as normal (to give you a lead in) and only keeps the notes that you play between the Limit markers, ignoring anything outside. This means you can't accidentally record over another section.

These are the main differences to the original program. All the additions are definitely welcome improvements. The Diamond Drag system brings the program much more in line with higher-end sequencers, allowing the user to work in a much more free and fluid way, rather than having to stick to the methods imposed by earlier versions of the program. Although it still may feel limiting to serious MIDI users, anyone who has used *Sequencer One* extensively will find the extras in the update extremely useful.

DIAMONDS AND TAILS

The notation on the Step Edit screen has undergone a few changes on *Sequencer One Plus*. Here is a guide to what the new symbols are for.

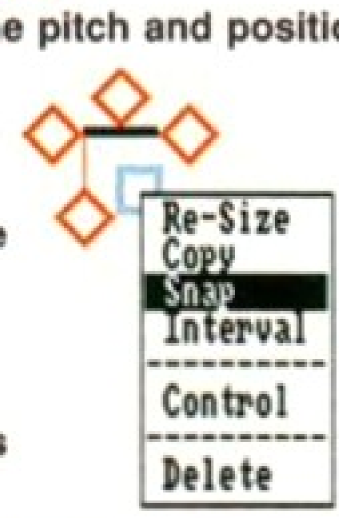
THE NOTE
The black bar shows the pitch, position and length of the note.

VELOCITY TAIL
This 'tail' shows the velocity of the note.

START DIAMOND
Dragging this diamond changes the start position of the note.

POSITION DIAMOND
By dragging this diamond you can change the pitch and position of the note.

END DIAMOND
Dragging this diamond simply changes the length of the note.



MENU BOX
Clicking in here pulls up a menu of options which affect the note itself.

Sequencer One Plus

SPEED ●●●●
Everything is very quick to execute, except for a few loading commands.

DOCUMENTATION ●●●●
Even though it's a tad thin, the manual explains everything in enough detail to get you started.

ACCESSIBILITY ●●●●●
Very easy to use, making it a good choice for the novice at MIDI sequencing.

FEATURES ●●●●
The new additions bring it closer to the level of higher-level sequencers.

VALUE ●●●●●
If you want to get the most out of *Sequencer One*, you can't afford to miss it at the price.

AMIGA FORMAT Verdict **81%**

Jason Holborn attempts to bring order to his life and enlightenment to yours as he tackles the intricacies of South Hams Software's new Order relational database.



Order out of Chaos

Relational Database ■ £69.95 ■
South Hams Software

IF YOU NEED to organise any form of information, then a good database is always a good proposition. Databases can be used to store anything from simple names and addresses to stock records, client details and just about anything that can be written down on paper and organised by hand.

Unlike a traditional card-file index or filing cabinet, extracting information from a database takes a matter of seconds. What's more, databases enable you to pick multiple records by specifying certain search requirements – everyone who lives in Yorkshire and wears a cloth cap, for example. If you were to try a similar task with a traditional card index box, you'd probably end up slaving away at it for hours on end.

The latest arrival on the database scene is a home-grown package from South Hams Software. *Order* is a fully relational database that enables you to create databases that link together so they can share information. Unlike a traditional card-file database, a relational database doesn't just restrict you to a single file that contains all the information. Instead, the information within your database can be spread across several linked files.

Whether you run a business, a club or you just want to keep your butterfly collection in order, a database program can delegate the tedious sifting and sorting of filed records to your Amiga.

ORDER is available from South Hams Software, Ivy Cottage, Brixton Torr, Plymouth PL8 2BD 0752 880289

When you first boot up *Order*, the first thing that strikes you is the almost total lack of support for the Amiga's Intuition user interface. Although the program uses some gadgets, most of its functions are selected from some very PC-like pop-up menus. Don't let this put you off. *Order*'s interface is actually quite easy to use, although Amiga purists will probably raise their hands in horror at such a blatant flogging of Commodore's program design guidelines.

The program comprises a number of modules which are pulled in from disk when they are needed. This isn't too much of a problem if you've got a hard disk, but running *Order* from floppy can be a very time-consuming task – South Hams claims the program is fast and easy to use, but I'm not convinced.

Creating a database within *Order* is a fairly simple task. You start by entering a file name, then the program asks how many fields each record is to contain. Records can contain a maximum of 14 fields, which is hardly a great deal if you intend using it professionally. For most people's needs though, it should be more than adequate. Once this is done, you then start to define each record in turn, selecting the type of field (character or number) and how many digits the field can hold.

DATABASE JARGON WELL AND TRULY SORTED

DATABASE – A database is a file containing one or more records (see definition below) organised into a user-definable format – a database of addresses, for example. Although the file can contain many different records, all of them share the same common format.

RECORD – If you were to compare a database to a traditional card index box, then a record would be a single card within that box. Each card can contain only one set of data – in the case of a database containing the details of clients, each record would hold information on a single client.

FIELD – The amount of information that a single record can contain can be extended by setting up the record format so that it contains more than one field. A field is a little like the boxes you have to fill out on a form – each box contains a single specific data item (date of birth, telephone number). When all of the boxes are filled out, the record is complete.

FILTER – For larger databases, a filter allows you to access only those records you are interested in. Say, for example, you have a database of Amiga software that covers paint and music programs and serious applications such as word processors. If you only want to view the records that detail music programs, you can configure the filter so that all other programs are filtered out of the retrieval process.

FORM – By defining a form you can customise the way in which information is presented when you access the database.

REPORT – A report is virtually the same as a form, but instead of being shown on screen, it defines how records are printed.

INDEX – An index is a file created by a database which allows it access to the records within a database without having to search through them one by one. Indexes work by using a field within the database as an 'index key'. For a database of names and addresses, the index key is the the Surname field.

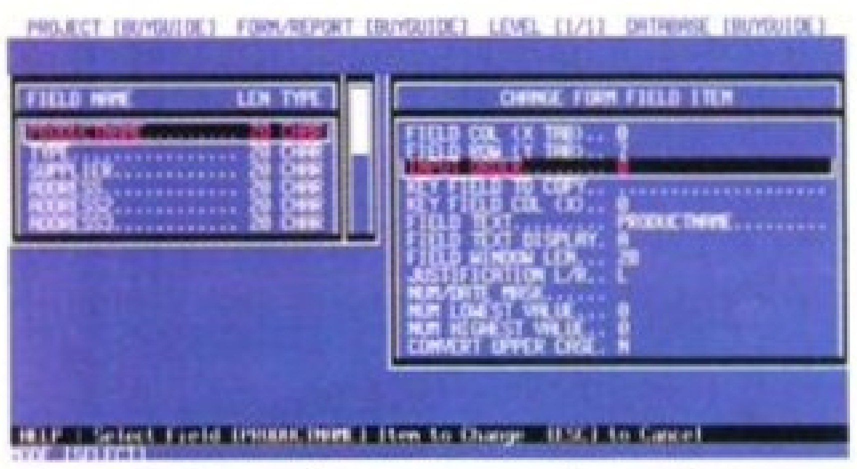
RELATIONAL DATABASE – A relational database program enables you to create a database that is linked to other databases. As is the case with indexes (explained above), an individual field within a database is used to link that database to others.

Say, for example, that you run a massively successful publishing business and you have numerous clients spread the world over. One database could contain records of those clients with just a single field defining the countries in which they reside. When you type in 'Japan', the program pulls in all the records stored in another database containing information on all clients and that information is filtered so that only the records with details of your Japanese clients are displayed.



Before you can enter any data, you must create a form – this is common to all databases. *Order*'s form editor is quite capable, but is rather hard to use. For starters, instead of placing the field on to the form using the cursor keys or mouse, *Order* requires you to enter the position as a set of co-ordinates. This basically means that you have to design the form on paper before attempting to create it.

Once the database and form are complete, you can now start to enter records. *Order*'s record editing controls are global, so even if you only want to add new records, you can still edit and delete existing records without having to change the editing mode. I initially hated this system, but it definitely grows on you. Eventually you'll find that this type of editing is actually much faster than conventional methods.



The *Order* forms designer is a rather confusing tool. Instead of having the facility to place fields directly on to the screen, you're required to enter coordinates by hand.



Clicking on one of the gadgets that run along the bottom of the screen allows you to query the database, sort the records within the database, edit and delete records etc.



Clicking on the 'Query' gadget brings up a requester by which you to enter values to be used as search criteria.

Order's query function is well implemented. While in editing mode, a single click on the 'Query' gadget brings up a pop-up menu containing a list off all the fields defined within the current database. All you do to extract a particular batch of records is to enter values into the appropriate fields and then select 'Search' – *Order* then scans through the database and brings up any records that it finds. Unfortunately, although wildcards are supported, the program doesn't support any form of relational operators (everyone over the age of 18 but younger than 21, for example).

Using key fields, multiple databases can be linked together by creating multi-level forms, each of which is assigned its own database. By entering a value into one form, *Order* will then switch to another database file and bring up any records within that database that match the search criteria. Once again, this can take time, especially if you aren't using the program on a hard disk-based system.

***Order* is a** very powerful program that can handle just about any database application. Unfortunately, it's let down by a cumbersome user interface. If you can face the constant disk accesses and a most unfriendly user interface, you'll find it very capable. However, most will probably give up before they harness the true power of the program. Hopefully South Hams will take note of these criticisms and I look forward to the next release of this potential-packed program.

AMIGA DATABASES

The Amiga certainly isn't starved of database programs, but choosing the one that will meet your own particular needs is by no means a task for the faint hearted. So, to help you make the right buying decision, we point the way to the finest currently available.

BUDGET DATABASES....

MICROBASE ■ £20 ■ ANCO SOFTWARE 0322 92513

Anco is probably better known for its games software, but *MicroBase* is the company's attempt at a budget database. The program is a very simple card-file affair, but it includes a number of useful features such as indexing and database sorting facilities. If your database requirements are very simple, then *MicroBase* will fit the bill.

K-DATA

£50 ■ KUMA COMPUTERS 0734 844335

Considering its price, Kuma's *K-Data* is actually a very capable card-file database and includes features you'd usually expect to find in more expensive systems. A separate program enables you to create forms and then load them into the main database. Databases can be searched, sorted, records added and deleted and so forth. In all, *K-Data* is ideal for anyone in need of a conventional card-file database.

MID RANGE DATABASES....

PRODATA ■ £100 ■ ARNOR LTD 0733 68909

Moving up the ladder, we come to Arnor's *ProData*, the companion product to the highly successful *Protext* word processor. It's a card-file database and is by far the most powerful program of its type. *ProData* is a no-nonsense database which includes a forms designer. All the usual database functions are there in abundance. Highly recommended.

SUPERBASE PERSONAL 2

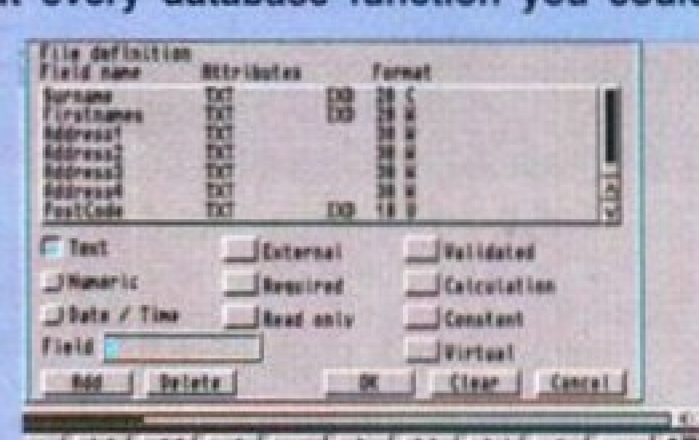
£100 ■ PRECISION SOFTWARE 081-330 7166

SuperBase Personal 2 may not quite be as flexible as *ProData*, but it is far easier to use. While *ProData* has a very PC-like feel to it, *SuperBase*'s designers have gone totally over the top in making their program as simple to use as possible. Thanks to a very good VCR-like control panel, finding records is simply a matter of clicking icons. One very nice feature is the facility to use external fields, which enable you to include IFF pictures as part of your database. If *ProData* seems too confusing, then *SuperBase Personal 2* is a worthy alternative.

PROFESSIONAL DATABASES...

SUPERBASE PROFESSIONAL 4 ■ £400 ■ PRECISION SOFTWARE 081-330 7166

At the top of the database ladder comes *SuperBase Professional 4*, a fully programmable relational database applications generator that includes just about every database function you could ever wish for. It includes its own programming language so you can literally write your own database applications and then run them independently of the main program. With a new Workbench 2.0 user interface, *SuperBase Pro 4* stands out as the most fully functioned database for the Amiga.



If you're looking for the ultimate in Amiga relational database programs, then look no further than *SuperBase*

Order

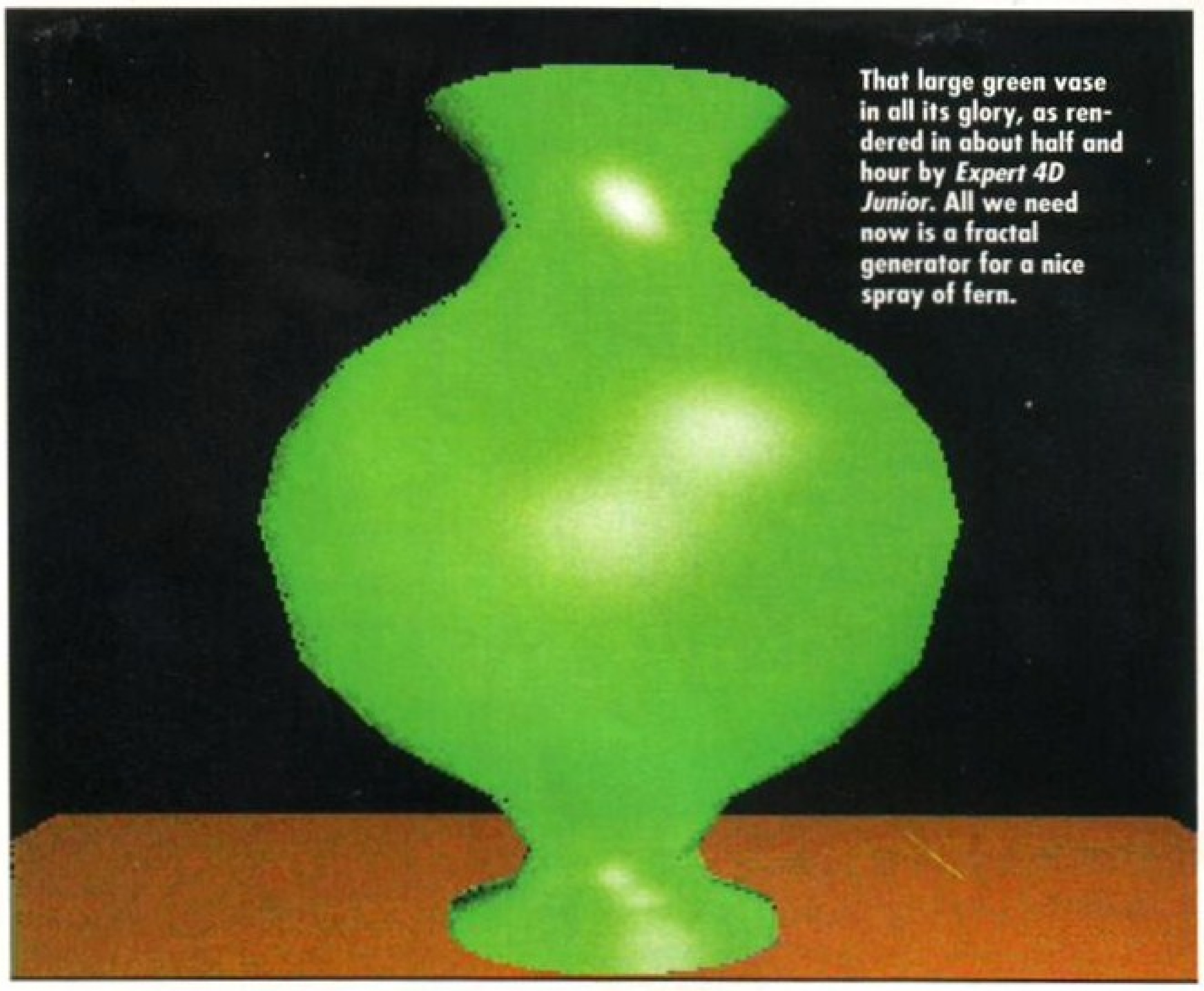
SPEED	●●
Even on a hard disk-based system, moving through *Order*'s menus is a laborious task.	
DOCUMENTATION	●●●
Although the manual covers the program's features in detail, many explanations are vague.	
ACCESSIBILITY	●●
Order is overly complex, so don't expect to sit down and use it straight away.	
FEATURES	●●●●
If you can fight through its complex menu structure, Order is a very capable program.	
VALUE	●●●●
For a program with this kind of power, *Order* represents good value for money.	

AMIGA FORMAT Verdict **65%**

If you've never tried your hand at three-dimensional graphics, now's your chance. **Jason Holborn** tests a new, cheap and easy-to-use way of giving it a whirl...

Expert 4D Junior

3D Modelling ■ £49.95 ■ HB Marketing



That large green vase in all its glory, as rendered in about half and hour by *Expert 4D Junior*. All we need now is a fractal generator for a nice spray of fern.

Science and art rarely meet in the real world, but they're one and the same when you start to explore the fascinating world of 3D solid modelling programs. Pioneered by such offerings as Aegis' *VideoScape* and Eric Graham's famous *Sculpt 3D*, solid modelling and image rendering programs help you create true 3D shapes. Once the object has been defined, the program automatically generates the image for you as if it were taking a photograph from the real three-dimensional world.

The Amiga certainly isn't starved of such programs, but they tend to be rather expensive. GeniSoft's *Expert 4D Junior* comes in at far less cost than most and, while it is not strictly a ray-tracing program (it doesn't take account of shadows and reflections), the images it produces take full account of light sources and shading so they're still pretty realistic.

The program comprises two separate modules which are used to design your 3D scene and then to render it into a final image. The first module, E1, is a powerful 3D object editor with which you can create objects and then position them in 3D space. The program offers three modes for viewing your creations: Front, Side and Above, but unlike such programs as *Imagine* and *Real3D*, you can only ever use one view mode at any one time.

Objects can be constructed in a number of ways, the simplest of which is to build one up from the six 'primitives' that the program provides – plane, cube, disc, sphere, cylinder and torus. Although the primitives alone can't produce that many images, they can be grouped together and then modified to produce much larger and more complex objects.

EXPERT 4D JUNIOR is available from HB Marketing: 0753 686000

Once an object has been placed into 3D space, you can edit it with various tools, including bend, distort, rotate and a very nice *Imagine*-like magnet tool that drags the points within an object towards the mouse pointer.

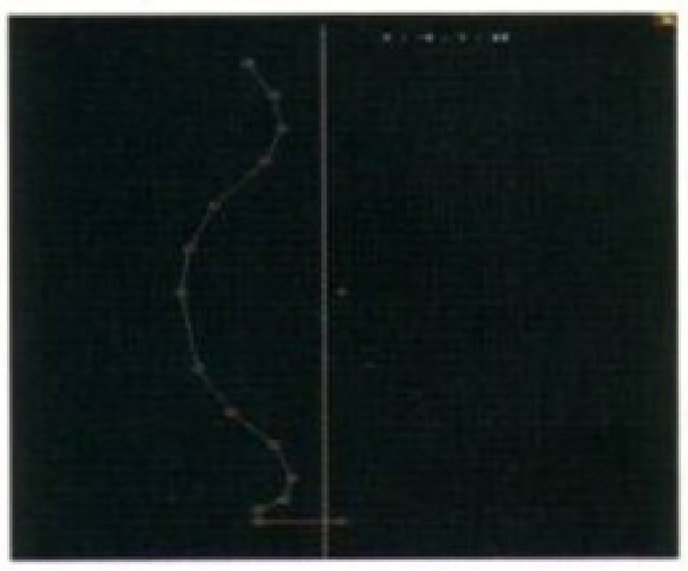
Another way to create objects from scratch is to use the powerful lathe and extrude tools by which you can draw a 2D outline and spin it on an axis or extrude it. The lathe tool is particularly useful when creating complex cylindrical objects, while the extrude tool is great for creating the shape of a car. Objects can have colour and texture applied to them, but only four textures are supported – matt, shiny, metal and plastic.

The final stage is to add lighting. Lamps are treated in exactly the same way as objects and can therefore be picked up, rotated and placed anywhere within 3D space. You can add as many lamps as you want, although the more you add, the longer it will take to generate your scene.

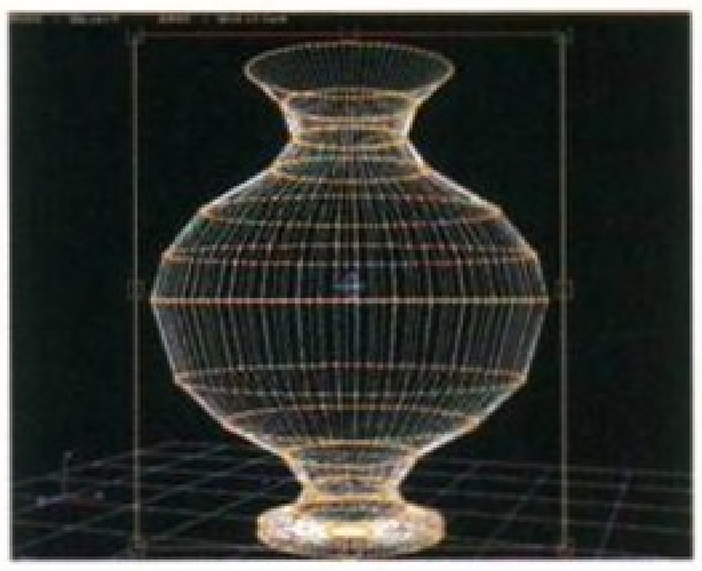
Once the scene is complete, it can be loaded into the program's rendering engine and rendered in three different formats – wireframe, polygon and pixel. Pixel mode produces the most realistic images because it takes shading into consideration. The overall quality of the images isn't that bad, but simply, and unsurprisingly, cannot compete with those produced by heavyweight modelling engines like *Imagine* or even *3D Professional*.

Even so, as an introduction to 3D modelling *Expert 4D Junior* is easy to use, is a competent enough performer and certainly won't break the bank. In all, a cost-effective tool for virtual potters everywhere.

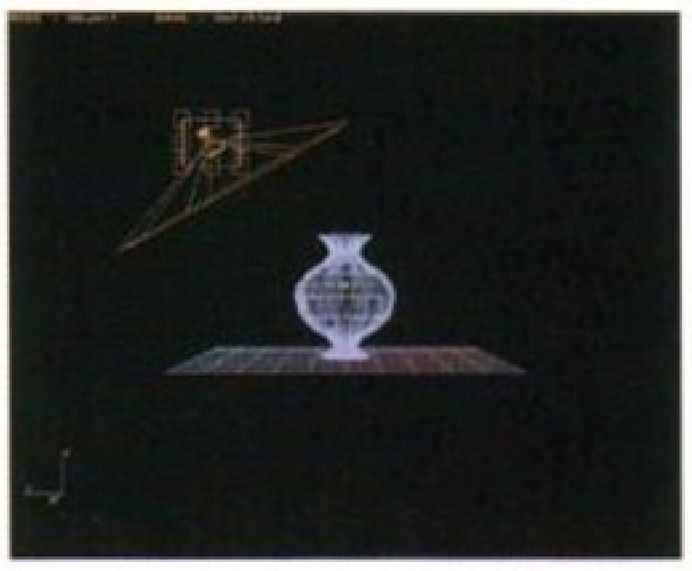
STEP BY STEP 3D MODELLING



By far the quickest way to create a complex 3D object within *Expert 4D Junior* is to use its powerful '2D to 3D' tool. With it you can draw one half of the outline of an object (in this case a Vase) and then spin it as if the object is being turned on a lathe. Once you've drawn the outline, all you do is set the spin axis and the program will do the rest for you.



A wire-frame image of our vase has now been constructed, but it looks a little skeletal – time to put some skin on. You can pick the object up and place it anywhere within your 3D world, then set its colour and texture. The big picture at the top of the page shows the green and shiny nature of our creation – puts one in mind of medieval Frankish tastes in ceramic design... *(What? –Ed)*



Don't forget to cast a little light on the subject, or everything will look black. Select 'Lamp 3D->Create' and a sort of angle-poise lamp is placed into our scene. It can be placed where required and rotated 45 degrees so that it points directly at the object. The aperture can be adjusted to give a large spread of light and the image can now be rendered.

Expert 4D Junior

SPEED ●●●
Rendering is fast, but you can still be left waiting for long periods when images redraw.

DOCUMENTATION ●●
Very readable, but skips some important aspects of the program – lighting, for example.

ACCESSIBILITY ●●●●
It's so intuitive that you'll be knocking out scenes in a matter of minutes.

FEATURES ●●●
The object editor is powerful and very easy to use – it's just a shame that the results aren't as impressive.

VALUE ●●●
Good value budget rendering.

AMIGA FORMAT Verdict **72%**

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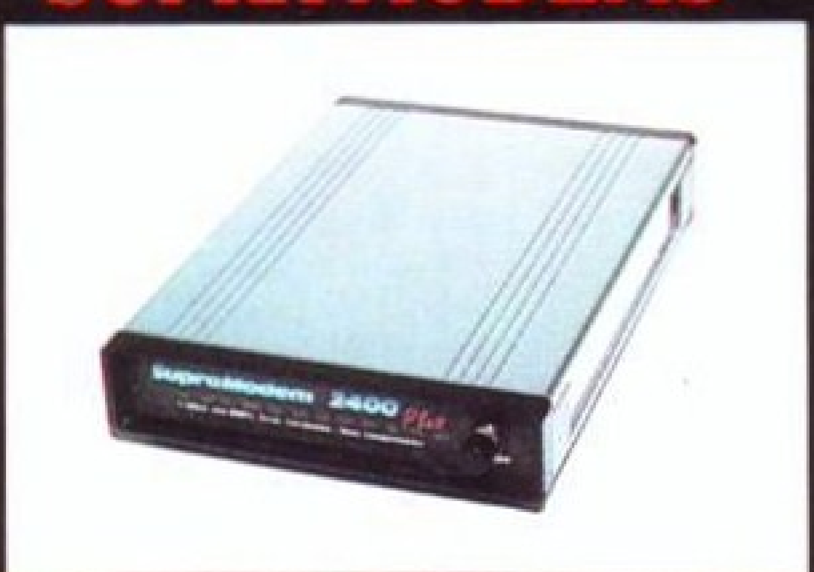
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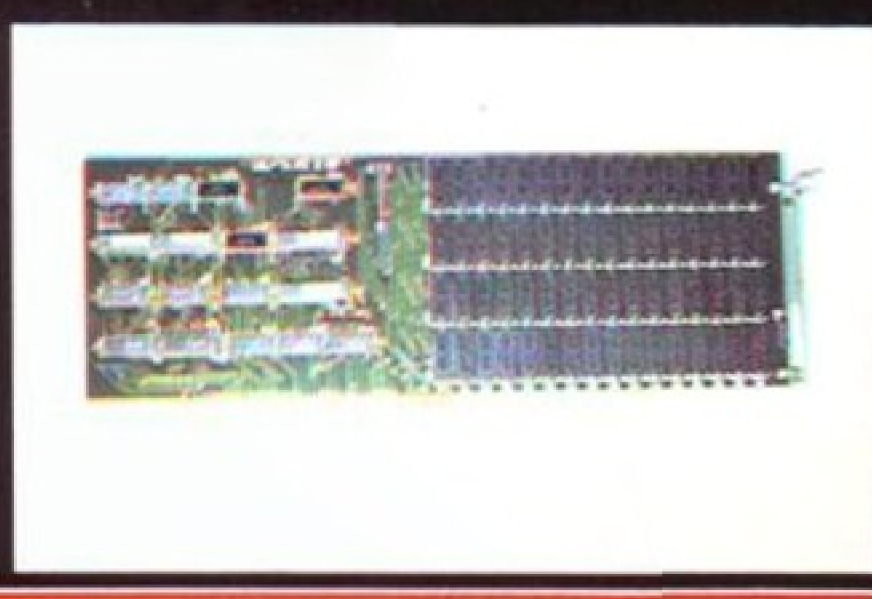


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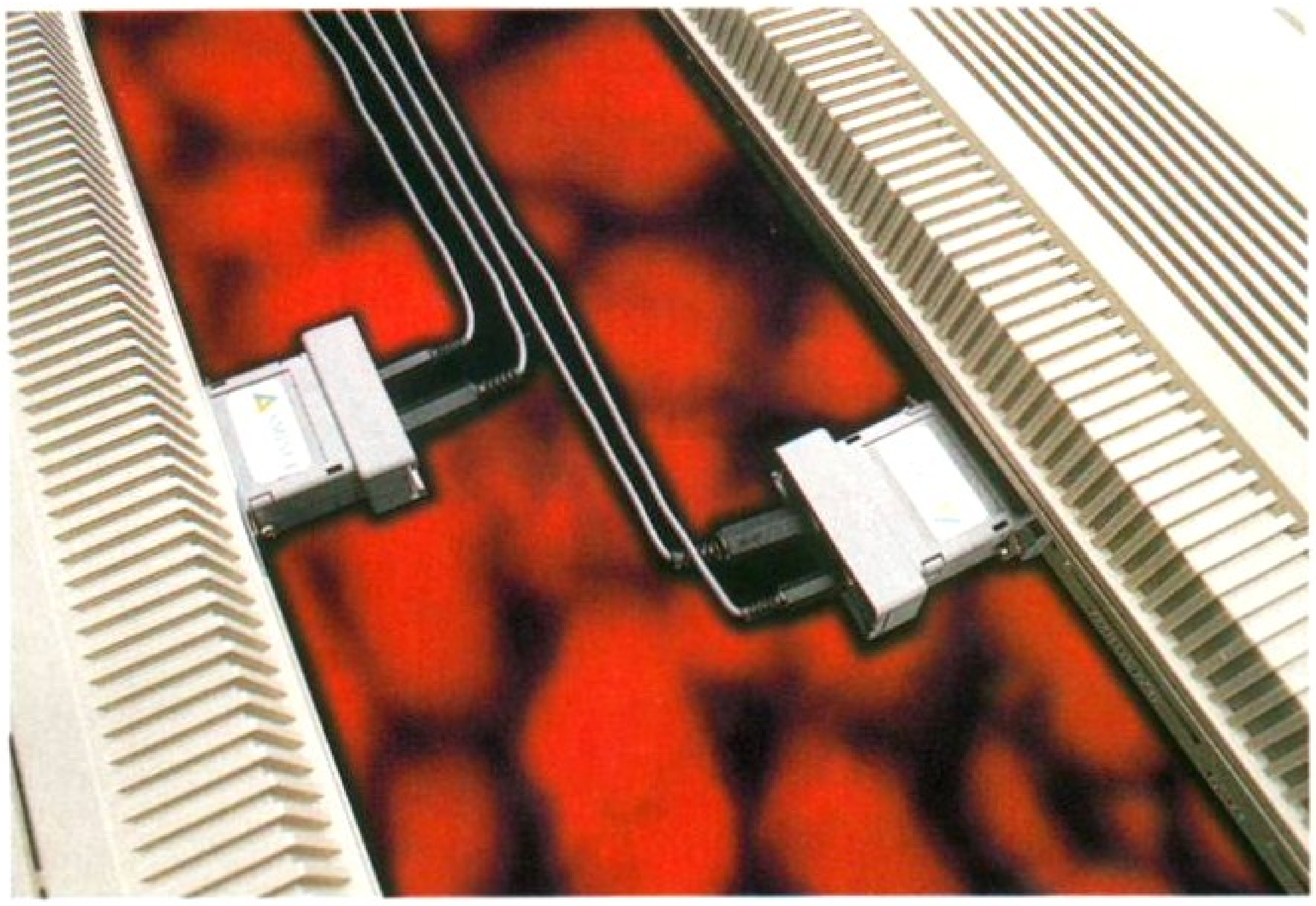
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Did you know that you can get two or more Amigas to talk to each other, share a printer or even share a hard drive? **Jason Holborn** shows how it's done.

Networking lends the lie to computing being an anti-social pastime. Why, these two Amigas are getting along swimmingly – swapping software, sharing peripherals – perfectly sociable.

AMINet

Networking System ■ £59.99 (per node) ■ ASDL

IT'S OBVIOUS FROM the many letters we receive that Amiga users with more than one Amiga want to get them talking so their machines can share hard disks, printers and files. The answer, of course, is to use a networking system; a hardware-based add-on which can connect Amigas together. The problem is that networks don't come cheap. At least, not until the arrival of AMINet.

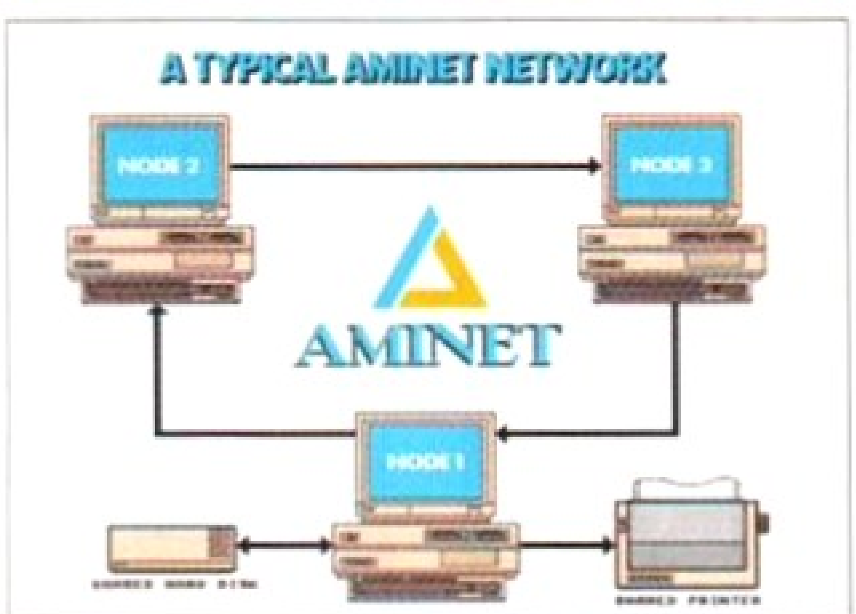
AMINet is a budget-priced networking system that enables up to 253 Amigas to be connected together to form a LAN (Local Area Network) system. Each AMINet pack comprises a very simple interface which plugs into the Amiga via the serial port. Surprisingly, it doesn't come with a pass-thru connector, so it's impossible to connect either a modem or serial printer to the Amiga while the system is connected to the network. Only one interface is supplied in each pack, so you'll need to buy at least two packs (and own two machines) to get AMINet to do anything particularly useful.

Also included is a single five-metre cable so the interface can communicate in one direction. When you add a new machine to the network, the cables supplied with each node must be connected together to form a 'ring' arrangement – the ring is closed by connecting the last machine in the network to the first. Most networks require a dedicated file server, but AMINet is different in that each machine has equal priority over the others.

Once the network is connected, AMINet software must be run on each machine. If this is the first time that the software is being run, AMINet asks you to assign a name and identification number to each node. Obviously, it makes sense to give each machine a unique name and number – if two nodes share the same ID number, the network will get rather confused. The name and ID numbers are then saved off to the program disk, so each machine must have its own copy of the software.



AMINet enables you to send a message to any machine currently connected to the network.



This diagram of a typical network shows how a 'ring' of computers can be linked to share a hard disk and a printer.

AMINet is available from Meridian Software Distribution 081-543 3500

As with all networks, AMINet enables all the machines connected to share both printers and files, which can be particularly handy if you own several Amigas and only one has a hard drive or a printer. Each machine can extract files from a hard or floppy disk connected to another machine on the network. This is pretty speedy for smaller files, but it can tie up the network when larger files are requested.

As a test, I tried to extract the *Deluxe Paint* program file stored on the floppy disk of an A500 from a hard disk-based B2000. The total time taken to transmit this 227K file under AMINet was a rather lengthy nine-and-a-half minutes. That works out as a transmission speed of roughly 24K per second.

Another good but expected feature is the message facility. Any node connected to the network can send a four-line message either to all machines or to a named node. I had a lot of fun with this feature alone.

AMINet is not the ideal solution to everyone's networking needs. For starters, it's not possible for one node to load and use a program stored on the hard (or floppy) disk of another machine. Even if such a facility was available, the amount of time it would take to transmit the program file down the network would be huge. Communication speed is one aspect of AMINet that really lets it down. But then, using the Amiga's standard serial interface is hardly the fastest data-transfer technique either.

Considering AMINet's price, it's a phenomenally useful piece of kit. For home users with more than one Amiga, but who can't quite afford to equip each machine with its own hard drive and printer, AMINet provides a cheap and very effective solution – I'll certainly be using it to keep my machines connected in future.

NETWORKS EXPLAINED

Networks provide a relatively cheap method of enabling many computers to communicate and share resources. In a professional environment, networks are used to enable often hundreds of terminals (computers) to share information stored on a central file server.

A file server is simply a very high-speed computer that is dedicated to running the network. The file server's job is to handle the many requests that could be sent when more than one node wishes to communicate with it or to access resources connected to the system, such as printers (this is called network queuing). File servers often contain hard disks with capacities of hundreds of megabytes.

You'll find networks in use in universities, schools, travel agents, software houses and even at Future Publishing, the company that publishes the magazine you are now reading. Future uses a network to enable each and every computer to share files and to send files to the expensive Linotron imagesetters which are used to print film that can be sent to the printers and used to create plates for the printing press.

Networks are particularly useful when you're dealing with files that are too large to be held on a conventional floppy disk. If you design a page within a DTP program such as Gold Disk's *ProPage* and it includes 24-bit image files, it would be impossible to save the file on to a single 880k floppy. With a network, the file can be transmitted directly from the layout artist's computer to the printer.

AMINet

SPEED ●●●
Considering the price, it's quite speedy just so long as you don't try to transfer files that are larger than 100k.

DOCUMENTATION ●●●●
Although the documentation is on disk, it covers everything you need to know and in depth.

ACCESSIBILITY ●●●●●
Plug in and go – AMINet really is that simple to get to grips with.

FEATURES ●●●●
AMINet includes everything you'd want from a modern networking system.

VALUE ●●●
AMINet is reasonable value for money.

AMIGA FORMAT Verdict **85%**

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M269 - My Girl
M271 - Simply Red-Stars (2 disks)

★ UTILITIES ★

U001 - Sound Tracker Collection (3 disks)
U012 - Mega Utilities (175 utilities)
U024 - Sid Cli Utility
U039 - Amibase V3.76
U042 - Front Disk
U043 - Kim Database
U059 - Clip Art
U062 - Ultimate PD Copiers + Virus Killers Disk
U069 - Demolisher Utilities
U071 - D-Copy
U073 - Hard Disk Utilities
U074 - Easy Back Up And View 80
U075 - Pascal C Compiler
U078 - A500 + Utilities (For The A500 +only)
U080 - Turbotitle
U081 - S-Movie
U082 - Graphs
U083 - Drawmap V3.1
U085 - RBase II V5
U086 - Text Engine V3
U025 - Sid V1 6
U091 - Opti Utilities 2
U093 - PCQ Pascal
U094 - M.U.K V2.1
U095 - Zerovirus + Bootx V4.30
U096 - ST Emulator
U098 - Amibase V3 6.7
U099 - M-CAD
U101 - C Manual V2.00
U103 - Iconmania
U104 - Messysid 11
U105 - Insanity Tools
U106 - Imploder V4.0
U107 - N-Comm V1.921
U108 - Amiga MCAD
U109 - D Paint Cartoon Brushes
U111 - D Paint Font Disks (4 disks)
U112 - Ham Radio Utilities (5 disks)
U113 - Programming Disk (2 disks)
U117 - Sound Applications (2 disks)
U119 - Video Applications (2 disks)
U128 - The Comms Disk
U129 - D- Paint Clip Art (2 disks)
U130 - Video Graphics (4 disks)
U132 - Genealogy (1 Meg)
U066 - C-Light (1 Meg)
U135 - New Super Killers
U138 - Electrocad V1.4 Demo
U139 - Spectra Paint V3.0
U140 - Language Tutor
U145 - Database Master 2.0
U146 - Dynamite Brush Fonts
U147 - Textplus Word Processor
U149 - Med V3.10
U151 - Dice V2.06A
U152 - Pagesetter Clip Art (8 disks)
U154 - Night Flyers Utilities IV
U156 - Vector ball Editor (1 Meg)
U157 - Antivirus V3.14
U158 - Kids Paint
U159 - Text Engine
U160 - Windows Bench
U161 - PDS Utilities No1 Printing Utilities
U163 - NComme V1, 921
U164 - Work Bench 2+ Work Station
U165 - Video Screens
U167 - Cursor Basic Compiler
U168 - JRComm V1.02
U171 - Super C. Commands
U172 - P. Suite V1.4
U173 - The Ripper Guide
U174 - Jam Ripper V1.7 Jam Cracker V1
U175 - Beatrix Potter Clip Art
U177 - Thief Sound Ripper V3.0
U178 - Faulty Towers Samples
U179 - News Flash 21
U183 - Swag No 4: Fractals
U184 - Little Bench
U185 - Plotting + Graphics: Plot-X-Y

★ GAMES ★

U186 - Draw Map V3.1
G001 - Star Trek 3 (2 disks)
G006 - Breakout Construction Kit
G008 - Board Games (Monopoly etc)
G014 - Buck Rogers
G015 - Star Trek (3 disks, 1 Meg)
G016 - Tennis (1 Meg)
G020 - Train Set
G024 - Pipeline
G026 - Treasure Hunt
G031 - Drip!
G033 - Jeopard (1 Meg)
G034 - Dragon Cave
G037 - Seven Tiles
G038 - Pom Pom Gunner
G043 - Mental Image Games Disk
G056 - Strategy Games
G057 - Simpsons Game
G059 - Bionix II (1 Meg)
G062 - Atic Atac (1 Meg)
G065 - Battle Pong (1 Meg)
G066 - Frantic Freddie
G068 - Air Ace II
G069 - Down Hill Challenge
G070 - Llamatron
G071 - Sky Flyer
G074 - Revenge Of Mutant Camels
G075 - Jet man
G077 - Asteroids
G078 - Twintris
G079 - Card Games
G080 - Battle Cards
G081 - Mind Games 21
G083 - Sword Of The Warlock
G084 - Solitaire
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VISA

Trying to drag your kids away from the joystick? Well here's a games collection with a difference: it's full of educational titles. **Jason Holborn** tests its IQ.



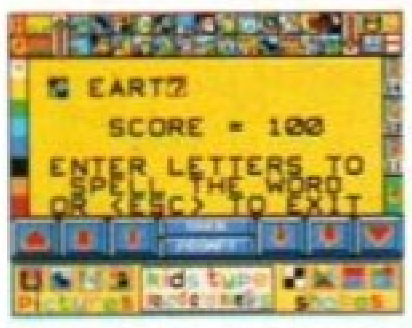
You certainly get a lot of compendium for your money. A good-value offering, provided you've the nippers to make it worthwhile.

Compendium Six

Six Education Games ■ £39.95 ■ GeniSoft

WITH MORE AND more British schools realising the potential of the Amiga as an effective teaching tool, parents too have started to drag their kids away from the joystick in favour of educational software. GeniSoft's latest offering is a selection of six already well-established educational titles that cover a wide selection of subjects and age groups. So is GeniSoft's *Compendium Six* the best thing to happen to education since the Amiga itself? Let's find out…

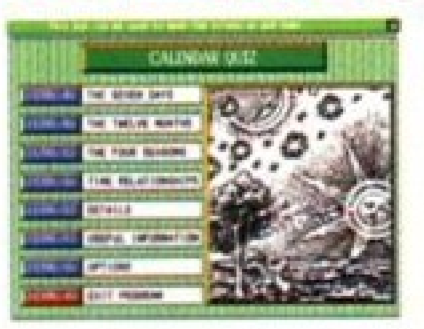
KIDS TYPE



Aimed at children aged between four- and eight-years-old, this is a word processor that encourages creativity. The program uses big characters, a nice colourful front end and plenty of sampled sounds that will keep your child's interest high.

To make things even more exciting, also included is a game that encourages your child to learn how to type and improve their spelling skills. In all, it's a very enjoyable program that, while rather vague in its subject matter, will keep your kids thoroughly absorbed.

CALENDAR QUIZ



This is a quiz designed to teach children the relationships between days of the week, between months, seasons and events of the year. It starts by teaching the basics behind the subject matter and then moves on to a series of tests, including sequence and spelling tests. *Calendar Quiz* is not the most visually interesting educational title available, but it covers the subject matter well enough.

I'm not totally convinced that it would keep a child's interest for long, so parental involvement is definitely needed to stop the little 'un rebooting the Amiga with a copy of *Super Space Invaders* in the drive.

GAME, SET AND MATCH

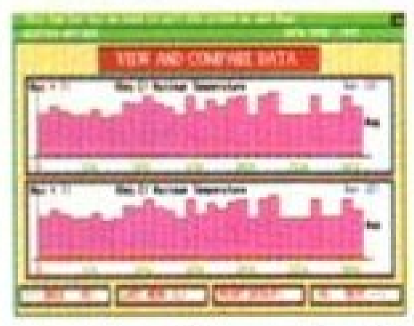


This is designed with the younger student in mind and aims to teach such fundamentals as shape recognition, the difference between colours, coins and basic numbers and their relationships. This vital learning material is presented in a colourful and entertaining format that will keep your children occupied for hours. I must admit that even I was captivated for some time. In all, it's a masterpiece of educational software design and should be at the top of every parent's shopping list.

COMPENDIUM SIX is available from HB Marketing 0753 686000



WEATHER WATCHER



Here's one of those educational titles that is more of an activity program than a learning program. Children use it as a sort of weather diary. As the months pass, they can work out such things as the average temperature for a given month, the amount of rainfall and cloud cover, humidity and so on. All this information can then be pulled together to generate graphs and statistical tables. *Weather Watcher* doesn't quite cover a National Curriculum subject, but it's a very interesting program that will encourage your child to analyse information.

WHERE IS IT? WHAT IS IT?



If your child's knowledge of the British Isles needs a bit of tidying up, then this program will prove very useful. The aim is very simple – to teach children the location of all the counties of the British Isles, including those in Scotland and Northern Ireland.

The program presents a map of the British Isles and then, through a number of tests, the child must guess where in Britain the county can be found. It becomes increasingly harder until the child must locate the county by its name only.

I must admit I'm not too hot on the location of counties myself, so it certainly taught me a thing or two. And if it works on me, then it'll work on anyone. In all, *Where Is It? What Is It?* is an absolutely brilliant program. Highly recommended.

WORDS & NUMBERS



As a child's grasp of those all-important three 'Rs' becomes more advanced, then this could well be the program to take your child's education one step further. It aims to teach the relationships between words and sentences by muddling them up and then asking the child to unmuddle them so that the words fall into the correct order. Numbers are also covered using a similar format and the program is designed in such a way that the parent or teacher can modify it to suit the child's own particular needs.

Although it's not particularly visual its format is well designed and the subject matter competently covered.

Compendium Six

SPEED N/A
There are six separate programs and they vary in speed, but none of them are painfully slow.

DOCUMENTATION ●●
The manual covers all six programs and the instructions are brief.

ACCESSIBILITY ●●●●●
Nice, simple little programs, so getting to grips with them shouldn't be a problem.

FEATURES ●●●●
All six programs are very specialised, but cover their given subject matter very well.

VALUE ●●●●●
Even if only two or three of the programs appeal, it's still a great-value family pack!

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❑x **V443 SPECTRUM EMULATOR v1.2 By KGB** Main updated feature is it now has sound ability.
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❑x **V637 TWIN EXPRESS v1.1a (2)** Trans any file direct from an Amiga or IBM Pc, By connecting the 2 machines to gether with a null modem cable. Board rate 115200.
❑x **V639 RADBENCH PLUS v2.0** This is not an uplate but a completly new set of utilities & WB replacement.
❑x **V640 PAGESTREAM FONT PACK 1** A selection of fonts for use with Pagestream or other DTP Packages **(5)**
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❑x **V661 MODELLING :VERTEX** Allows you to create 3d objects without using the X, Y & Z views. Loads Sculpt 3d/4d, Turbo Silver & more Formats. **MAGIC TWEEN** Will metamorphasize any two pictures.
❑ **V662 DCOPY v3.0 PROFFESSIONAL** You can select the speed of the disk drive, Copy modes, Dos, Nibcopy, Ver & safecopy. Loads of other features.
❑x **V666 MODELLING OBJECTS** Contains over 20 vector objects in Image format. Perfect for use with Disk V662
❑x **V667 STAR TREK OBJECTS** Contains the USS Reliant, NCC1701D & a ferengi plus a Porsche Car.
❑x **V668 PRODUCTIVITY / BUSINESS** Stock Analysis program. **SUBSTORE** Log Magazines with search scans.
❑x **V669 CELLULAR AUTOMA** This electronic model will allow you to simulate cellular circuits.
❑x **V670 ANDROIDS FONTS 1-7** Self installing font disks for use with DPaint programs (2 Drives Rec, **7** Disks).
❑x **V677 ANDROIDS VIDEO BACK GROUNDS** A selection of Background Pictures in IFF Format.
❑x **V678 DRAW MAP v4.0 (2)** Will now generate any 16 colour palette with user control, New features include larger maps with national boundaries, improved help and printing. 2Mb. (1Mb version V263, 1.2Mb version V526 (2)).
❑ **V680 OPTIMIZER v1.0** This latest version of the Disk Optimizer. Re-Creates Disks for faster Loading.
❑x **V681 GAME TAMER v2.2** Get a hold of that extra hard game & Cheat with Game Tamer v2.2.
❑x **V682 DEKSID v2.05** Hexa & Ascii Editor for use with your Amiga's Software. Shareware $15
❑ **V683 SUPER LOCK v1.01** Seal your disks / Hard drives for your eye's only. Protects with a Password.
❑x **V684 FONT FARM** A collection of utilities based around the subject fonts. Character Editor v1.0, Font master v1.0, ShowFont v3.3, Set Font v2.5 & more.
❑x **V685 ASTRO PRO ASTROLOGY** The best Astrology program on the Amiga by far.
❑x **V686 MULTIDOS v1.12** This is another must for people with PC disks. After this program has been installed your Amiga drives can read IBM Disks.
❑x **V687 VIDEO WIPES** A collection of IFF Brushs and back ground graphical effects.
❑x **V688 MAGNETIC PAGES v1.30** This Shareware program will create disk based magazines with graphics.
❑x **V689 WALT DISNEY CLIP ART** A Collection of pictures from various Disney Films.
❑x **V690 WORKBENCH v2.04+ UTILITIES** This is the best collection of utilities for use with WB v2.04. The disks will only work on version 2 machines. **(2)**
❑x **V692 RACE RATER v1.6** An excellent program for people who what information about racers.
❑x **V693 HARLEQUIN VIDEO ART & FONT DISKS** Another video production background set of disks (3)
❑x **V696 POST v1.7** An excellent PostScript interpreter for the Amiga which implements the Adobe language. Requires v39+ & ConMan v1.3+. UPDATE
❑x **V698 GRAPHICS : AGRAPH,** Creates colourfull pie, bar and line graphs. **PICBASE,** Shows reduced versions of all your IFF pictures. ** Requires V522

THE STAR TREK SELECTION

❑x **AT05 KLINGON D7 CRUISER,** fires torpedoes while passing by. **NCC-1864 RELIANT,** Very good anim indeed.
❑x **AT10 ENTERPRICES,** Leaves the Star station dock. **NCC 1701-A,** The classic original Animation.
❑x **AT17 THE TWOK NCC-1860,** Reliant & the NCC 1701-A-Enterprise. **MENSCH ROBOTER**
❑x **AT18 TWOK-0,** Anim **NCC 1860 Avenger** & **NCC 1701-A-Enterprise.** NCC 1089 Grissom.
❑x **AT22 APPROACHING VESSELS,** Animation, Binary Flight Wireframe landscape by T.Richter
❑x **AT23 STAR TREK FLEET MANEUVER,** NCC-1940 Fly over & by animation. excellent classic
❑x **AT33 THE PROBE II,** Animation. **BRID OF PREY,** Animation from Star Trek. **KLINGONHIT.**
❑x **AT34 LEAVING SPACE OFFICE,** Animation. **DOCKING,** Animation from star trek. **ATTACK MODE,** Bird of Prey Scout hip in attack mode.
❑x **1060 STAR TREK THE NEXT GENERATION,** This game is by Terry A. Mc Intosh. v1.47 *
❑x **1081 THE UTLTIMATE STAR TREK (2)** Game by Tobias Richter. Now with English instructions.
❑x **2222 STAR TREK THE NEXT GENERATION** This is the latest quiz game based on the Next generation **(2)**
❑ **2501** The **STAR TREK** Game by Jimbo Barber The American version **1Mb** & **(2)** disks.
❑x **2503** The **STAR TREK** Game by Eric Gustafson US Inport requires **1Mb** & **(3)** disks.
❑x **V367 STAR TREK INFORMATION** A Database of all the original series. Very Detailed.

ERIC SCHWARTZ SPECIAL

❑x **0981 STEALTHY MANEUVRE II & FLYBY (1Mb)**
❑x **1085 THE F-16 SWISS FLYING ATTACK (1Mb)**
❑x **1609 NAVY AGRESSOR, SOVIET SOFT LANING, STEALTH BOMBER** Three excellent **(1Mb)** Anims
❑x **1700 THE ANTI- LEMMINS** Anim **(2) 2Mb**
❑x **1703 THE DATING GAME** Anim **(2) 3Mb**
❑x **1842 SHUTTLE COCK** Animation **(1Mb)**
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❑x **2427 CAMOURFLAGE ANIM (1Mb)**
❑x **2430 SKUNKS & HUNKS:POGO II** Anim **(2Mb)**
❑x **2474 AMYHIST** Introduces Amy the squirrel
❑x **2475 BATMAN &THE VTOL CONTEST (1Mb)**
❑x **2476 HOW TO RUN,** How to run into a wall. Very funny Animation by Eric Schwartz.
❑x **2477 AMYWALKS** Anim of Amy the squirrel Walking. **AMYJOGS** Of Amy the Squirrel Walking
❑x **2478 UNSPORTING 2Mb** Starring the A10 Thunder bolt aircraft better known as the WarHog. Hunt & Destroy tanks.
❑x **2499 ERIC SCHWARTZ TOR** Animation **(1Mb)**
❑x **2500 THE SKY DRIVE** Animation **(1Mb)**

C.L.R LICENCEWARE £3.50 Per Disk

Central licenceware Register a New collection from the Amiga PD Librarys. £1.00 to the programmer.
❑x **CLE1** TOTAL CONCEPTS: DINOSAURS **(2)**
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❑x **CLU3** TYPING TUTOR ❑x **CLG1** NORRIS
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❑x **CLG4** X-SYSTEM ❑x **CLG5** TRUCKIN ON 2 (2)
❑ **CLG6** OBLITERATION ❑x **7** WILLYS WATER WORKS
❑x **CLG8** DRAGON TILES ❑x **CLG9** MOTOR DUEL

THE GAMES SELECTION

❑ **1073 TETRIS ORIGINAL** This is the closest game to the original tetris computer game. A Classic
❑x **1420 DTRIS** This is the best 2 Player Tetris game.
❑x **1454 MEGA BALL** An excellent Arkanoid game
❑x **1486 SOLITAIRE & SOLITAIRE ROYAL** Card games.
❑x **1561 TRITWIS** This is the best version of Tetris on the Amiga. with 1 player, 2 player & 3 Payer options.
❑x **1735 ASTERIODS** 'THE ORIGINAL' Another old classic. This is the original classic computer game.
❑ **1747 LLAMATRON GAME 2001 By Jeff Minter** Briliant stuff & An excellent production. Shoot to kill
❑x **1749 SCRAMBLE** The Original Remember that old classic well is now on the Amiga.The Shoot em up.
❑x **1870 PATIENCE'S,** This is the best version to date. **DOMINOS,** Play vs the computer or another player.
❑x **1977 POM POM GUNNER** Shoot down the incom-ing world war II air planes in this Operation Wolf type game
❑ **2018 JETMAN** Another Spectrum classic converted to the amiga. It's JetPak with all the original sounds.
❑x **2022 SEA LANCE** The first Silent Service type sub war game within our Amiga PD collection.
❑x **2054 ATIC ATAC** A rendition of the game from the original Spectrum computer. Graphic Maze adventure
❑x **2162 BATTLE OF BRITIAN WAR GAME** 2 Strategy war games which both need loading through Wb.
❑x **2164 DUNGEON ON NADROJ** This is the best Dungeons & Dragons Public domain type game
❑ **2173 CARD GAMES,** Various card games titled Cribbage, Blue Moon, King, Patience & Hearts.
❑x **2178 SURVIVOR** A space based adveture game within the Aliens theme. Nice colourfull graphics
❑x **2180 SKODA CHALLENGE** An excellect 4 player hotRod game written in Amos. Simple but good fun.
❑x **2185 BATTLECARS** Excellent Solid 3d Graphics. travel around, track down the other cars & destroy.
❑x **2199 PARACHUTE JOUST** You are falling down to earth. & must take the Parachute from the other player.
❑x **2220 STRATEGIC GAMES,** Eternal Rome, Lords of Hosts, In Moonshine. An Excellent collection of games.
❑x **2221 MIND GAMES 21** of the best Mind games to challenge your mind not your shooting skills.
❑ **2224 SWORD OF THE WARLOCK** A Bards tales / Eye of the Beholder adventure game packed on three disks. The best Shareware role playing game on the amiga. Excellent Adveture. **(3) 1Mb (2 Drives)**
❑x **2272 BLACK JACK LAB** Play Pontoon upto 7 Players. The computer plays banker & knows the popular versions of the game.
❑x **2278 CARD SHARP** A very professionally presented selection of solitaire type card games. Excellent versions
❑x **2279 SUB ATTACK v1.0** Control the torpedoes & sink the enemy ships as they sail past. **LANDMINE.**
❑x **2280 DIPLOMANCY v2.0** A classic strategy game loosely based on World War 1. A very detailed game.
❑x **2313 REVENGE OF THE MUTANT CAMELS** By Jeff Minter The ride of a life time with mutant camels
❑x **2411 TOTAL WAR** The board game version of RISK as reviewed in Amiga Format, An excellent production.
❑x **2412 FORMULA 1 SIMULATOR** Anadiitive simulator
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❑x **2447 AMOS COINDROP FRUIT MACHINE** Excellent simulator with various gamble modes. Great fun...
❑x **2450 SMASH TV - THE RIP OFF** Simular to the original arcade machine. With neat grapgics & sound
❑x **2455 MAYHEM** Guide your space ship through the space caverns, shoot things & open the space gates.
❑x **2456 LETTRIX** A new Tetris variant where you position tiles within a letter. time limit so be fast about it.
❑x **2480 AMOS FRUIT MACHINE II** As near as possable to the fruit maching found in Pubs & Arcades.
❑x **2481 AMI MORIA** This is the latest update to the Original Moria adventure game. Better graphics, and the larest adventure to date. Excellent
❑x **2482 DESCENDER** Is a clone of the classic arcade game Tempest complete with vectorized graphics.
❑x **2483 INTRUDER** is a Multi level Berserk clone. features smooth gameplay, great graphics & sound.
❑x **2484 CATACOMB** A graphical adventure game set on a small island in the middle of the land of EXOUSIA. Your quest is to discover secrets & treasures of this underground maze
❑x **2485 IRON CLADS - NAPOLENIC WAR** (1Mb) This is another update to the excellent Strategic War Game **(2)**
❑x **2487 CLASH OF THE EMPIRES** (1Mb) Another excellent Strategical War Game By T.A Sear. **(2)**
❑x **2489 THE COLOSSAL CAVE v1.0** An adventure by Donald Woods & Will Crowther & is virtually identical to the original main frame classic. Ported by Tony Belding.
❑x **2490 RUMMY** Another card game with graphics.
❑x **2491 LEGEND OF LOTHIAN v1.02** is an adventure game in the vien of the Ultima game series. Includes colourful graphics, Hordes of monsters & puzzles to solve.
❑x **2494 BATTLEMENTS - HUNCHBACK** This is a conversion of the old classic game. Excellent game

AMOS & FRED FISH DISKS

❑x **2498 AMOS CRICKET BY PAUL ROBSON**
❑x **APD151 UNDERSTANDING AMOS** The Amos Tutorial Program Disk. A must
❑x **F572 MULTIPLOT v1.1** One of the most powerful data plotting packages available. Excellent abilities.
❑x **F580 WORLD DATABANK v2.2** Using a data base from the CIA, this program will plot world maps.
❑x **F631 AHDM v3.00a** Hard disk menu system offers a sixteen page menu, each page having upto ten possible actions. Just double click on the option.
❑x **F652 ELEMENTS v3.0** A very nice interactive display of the Periodic Table of Elements. Shareware.

CLIP ART COLLECTION

❑x **CA1 CLIP-IT PACK 1 (5)** Sports, Flags, Animals, cartoons, Humorous, Xmas, Jewish, borders, Hallo-ween, valentines, eyes, alphabets, hands, zodiac, cars & more
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❑x **CA1 CLIP-IT PACK 6 (5)** Mythological Monsters an excellent pack of creatures from all over the world: Japan, Europe, India, North America, S.America ect.
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BUDGET SOFTWARE

He are the best NEW Mega demo's from our collect-ion from the past months. The BESt are listed below
❑ **1988 RAY OF HOPE II BY MAGIX 12**
❑ **2028 IBB MANGAD MEGA DEMO**
❑ **2137 THE WILDFILE MEGA DEMO**
❑x **2211 TRACKTRO BY VECTRA**
❑x **2228 CULT TV EPISODES VOLUME NUMBER 1**
❑ **2250 ODYSSEY ALCATRAZ (5)** This 5 disk space Odyssey needs to been seen to be beleved. Brill
❑ **2255 VOYAGE BY RAZOR 1911**
❑ **2258 SEEING IS BELIEVING / ANARCHY**
❑ **2259 HARDWIRED CRIONICS (2)**
❑ **2281 CREEP SHOW II SLIDE SHOW**
❑ **2333 DIVINE INSPIRATION II / GOLDFIRE**
❑ **2413 DEVILS 'COLOURS' MEGA DEMO**
❑ **2506 TOP SECRET 10 BY MAJIC 12**
❑ **2507 VECTRONOMICRON / SYMBIOSIS**
❑ **2508 JOYRIDE / PHENOMENA**
❑ **2512 INSIGNIA MAYHEM**
❑ **2524 MELOMANIA / MELON**
❑ **2525 PROJECT TECHNO ATTACK (2)**
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❑ **2529 JOURNEY TO ISOMINIA**

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PG014 ASI 7 Moonbase, Trix, Mightworks
PG015 ASI 8 Airace2, Hball, + more !+
PG016 ASI 9 Battle pong & Blizzard
PG017 ASI 10 Escape, Pipeline, Pickout
PG018 ASI 11 Dad, Connex,Reversi & Trippin
PG019 ASI 12 Llamatron, Car, Powerpong
PG020 ASI 13 Twintris + more good games
PG021 ATIC ATAC Really playable ! +
PG023 BATTLEFORCE strategy war game
PG024 BLACKJACK Good card game !+
PG026 CASTLE OF DOOM Excellent! Get it +
PG027 CHINESE CHECKERS The board game+
PG028 COLOSSUS & WORLD Fab adventures !+
PG029 CROSSWORD COMPILER As it says !+
PG032 DRAGONS CAVE D&D style game Mega+
PG034 ETERNAL ROME Strategy & DOMINOES+
PG036 FLASHBIER 200 levels of boulderdash !
PG046 HACK Great text adventure-infocom style! +
PG048 HOLY GRAIL One of the best Text adventures+
PG053 LARN A superb text adventure game +
PG056 LASERZONE Great old 64 classic shoot em up!
PG057 LEAPING LARRY Good platform game in Amos
PG059 LORE OF CONQUEST space trading D&D game
PG060 MARBLE SLIDE Puzzle game, build slides up!
PG061 MASTER OF THE TOWN Shoot the signposts !
PG062 GRIDRUNNER, invaders & rebound - Excellent +
PG063 MORIA Text based D&D adventure
PG064 NAPOLEONIC WAR SIMULATOR strategy game!
PG065 NESTOR CARD GAME Good cards game +
PG066/67 NETHACK D&D Adventure needs 2 drives
PG068 NO MANS LAND Hi tech war game-shoot em up. +
PG069 NU GAME Mega Shoot em up with good graphics
PG070 PETERS QUEST Rescue the maiden ! +
PG071 POM POM GUNNER Like beach-head on the 64+
PG072 PROPERTY MARKET Become a millionaire !!!
PG074 RETURN TO EARTH Elite space trading game! +
PG076 SEVEN TILES Speedball type game-MEGA!
PG078 SCUM HATERS by Brazzle Atkins +
PG079 SEALANCE A submarine strategy game +
PG081 SERENE II Follow up to the above game +
PG093 TENNIS Good game (Some language) 1mg
PG094 TRAIN CONSTRUCTION KIT make your own tracks+
PG101 THE INSIDERS CLUB Stocks & shares game
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PG107 ZEUS A very good & popular block puzzle game +
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PG126 SKYFLYER Superb WWII shoot em up! +
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PU003 A68K 68000 Assember program
PU004a/b A64 EMULATOR NEW VERSION 2.0 (2)
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PA036 CX1 SPACESHIP Excellent RT anim +
PA038 DRAGONS LAIR TIME WARP Cartoon +
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PA060 NEWTONS CRADLE RT animation +
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PP016 GULF WAR Another ES production! Good 2M!
PP018/20 LOST IN SPACE (3) From the TV series 2M
PP025/27 STATION AT KHARN (3) Incredible 2M demo
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg>3mg
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Slideshows

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PS013 BORN TO BE FREE wild animals +
PS014/15 BUTTERFLIES (2) High quality !+
PS019 COLOURCYCLES Neat fx ! +
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PS088 EVOLUTION SLIDE Excellent educational pics+
PS090 FRACTALGEN Incredible fractals etc +
PS091/2 FRACTAL MOUNTAINS Excellent stuff!+
PS093 VANISH 3D Awesome 3d ray traced +

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PD SOFT 2448 — GAME



This is the start of level two. The jump bonus has to be got before anything else – shame it's guarded by killer bees!

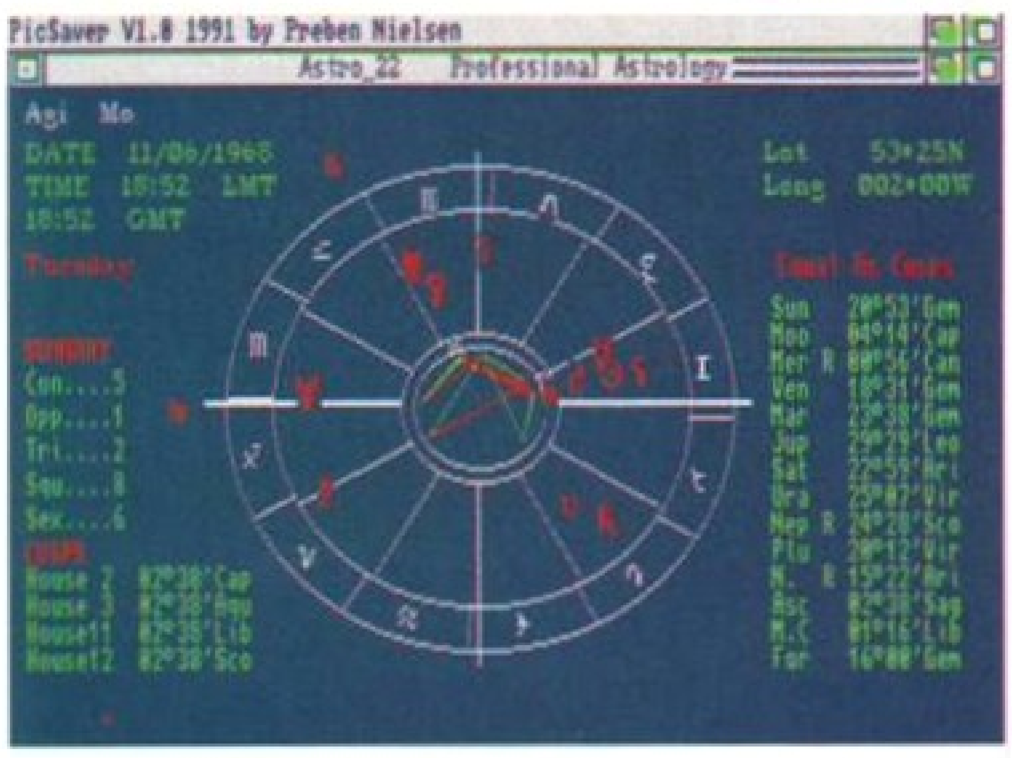
Crazy Sue is a cute little schoolgirl, whose quest is to rid the land of Ereanor of the Evil Wizard of Doom and the Mistress of Death. This was foretold by an old gipsy – meddling itinerants, getting kids into trouble.

Sue is a first-rate platform game. A joystick is needed because the mobile nasties are animated and can blat her with the wink of an eyeball.

In looks, *Crazy Sue* is really impressive. As she walks, the ribbon tying her hair bobs up and down, and when she's still she takes a few licks of her lollipop. Everything's bright and fast and the collision detection is spot on.

If you think all PD is a waste of time and completely amateurish, look at this. It will change your tune. Frustratingly addictive, it's very tough, springing surprises on you at every leap, and requires thought as well as skill to succeed. Well done Hironymous Jumpshoe, Thorin Oakenshield and DJ Braincrack.

ASTRO 22
17 BIT 1961 — LEISURE



Want this sort of chart calculated and printed in minutes rather than hours? *Astro 22* will sort you out.

Astro 22 forms the stub of a complete horoscope generator. As it is, it can knock up a zodiacal chart in seconds. Drawing one by hand from scratch can take hours – and yes, the chart can be dumped to a printer.

You tap in the time, date and place of the birth of an individual and the program draws an astrological chart for interpretation. It also gives statistics, such as the number of conjunctions, oppositions and sextiles. Various modules and add-ons are available direct from the programmer – they can do things like use Kosh and Preccxx houses as well as equal value houses.

The reason why this program is getting a mention isn't because I'm into the subject (personally I think it's a load of rubbish). However, *Astro 22* has been well programmed, is fairly easy to use and has some good documentation. It is possible to spend hundreds of pounds on commercial horoscope generators – why not get one for a fraction of the price?

DISK PROTECTION
17 BIT 1954 — VIRUSES

On this disk you will find the latest versions of *Virus Checker* (6.04) and *BootX* (4.49). Both work on all Amigas. The first finds and kills viruses, while the second is used to record the boot blocks of commercial protected games. If a virus then scrubs the boot block, you can use *BootX* to put it back again. This disk could save you hundreds... think about it. You will have John Veldthuis and Peter Steur to thank respectively.

TOTAL CONCEPTS
VALLY PD — EDUC'N

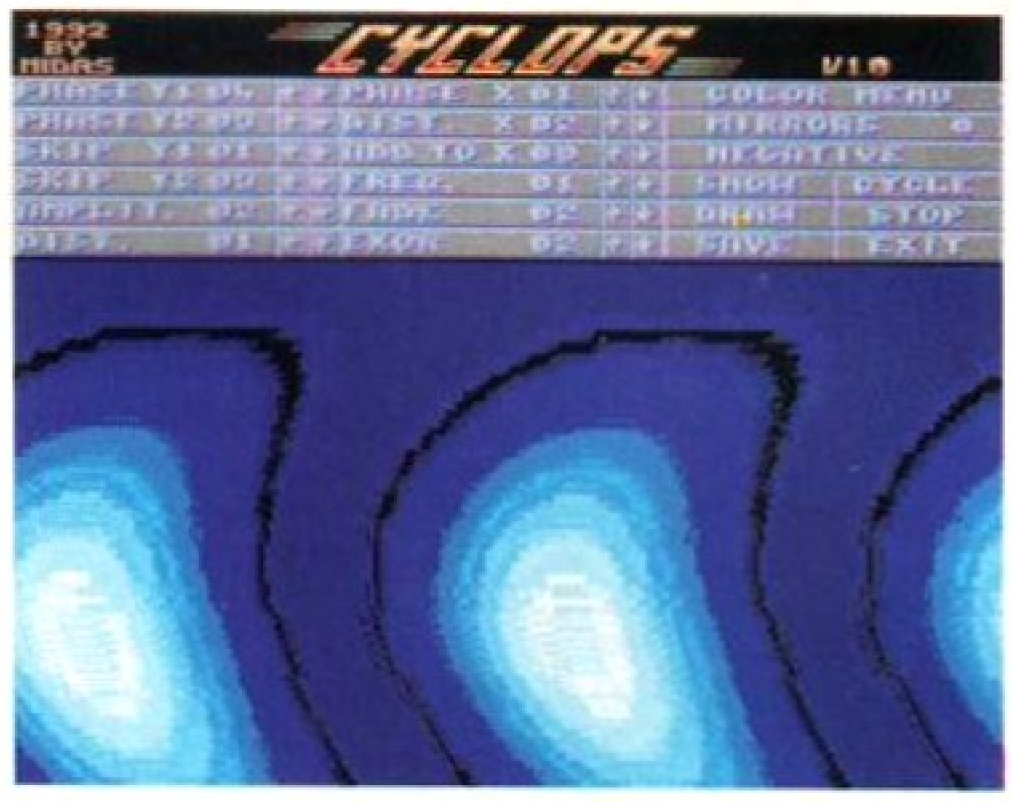
Chris Hill is launching a series of educational licenceware products, using Gold Disk's *HyperBook*. Each title comes on two disks and consists mainly of text, the second disk containing a few pictures to make the subject matter more interesting.

Two titles are available, *Dinosaurs 2* and *Geology*. The dinosaurs title is more approachable and has a fairly technical piece on their evolution, the different orders they sprang from, which dinosaurs were around when and lots of good colour pictures of the creatures.

Also included is a piece on why they became extinct according to various scientists' theories. *Geology* is less approachable and serves more as a set of revision notes on the subject for the GCSE student. Although it is useful for the right person, it uses too many techie words without explaining them properly.

I hope *Total Concepts* does very well – it's one of the more inventive and constructive uses of PD software. Each set costs £4.50 and is available from Start, NBS, Vally PD and Blitterchips. I'm looking forward to the next release – *The Solar System*. TC are planning many more, although it does obviously take a lot of time to design and create each one.

CYCLOPS V1.0
17 BIT 1964 — TOOL



***Cyclops* is so easy to use. Mess around with the up and down arrows and click on Draw to see the results.**

Cyclops can draw mathematical pictures, a bit like a fractal generator, but lots faster. Its primary role is to produce stunning, multi-coloured backdrops. The program manages to do this very well, even with an artistic no-hoper like me operating it.

On the control screen are lots of numbers which you can adjust by clicking on the up and down arrows. Click on draw and the program produces a stunning piece within seconds. The images, while simple, are very striking – especially if you mess around with the colours a bit.

Shadow software does it again. Midas and The Lyon can't have spent very long doing it (it's a very unsophisticated program). But that doesn't mean it isn't useful, because you can save the pictures out when they are generated – either as Amiga standard IFFs or as RAW binary for programmers.

Continued overleaf

JARGON BUSTING – WHAT IS PD?

Software in the public domain, or PD software, is marked out by the fact that it can be freely distributed. You are allowed to copy it from anyone and give copies to anyone. It's widely available from small firms called PD libraries and also from bulletin boards that you can connect to if you have a modem.

It's programmed by enthusiasts who want to share their work and it comes in various flavours. The basic kind is 'freeware', which is completely free. Another common kind is 'shareware' – the programmer asks you for a small fee if you like the program, in return for which he or she will very often help you with problems or send you updated versions of the program.

Another kind of PD is 'licenceware', for which a charge is made – it's akin to very cheap commercial software and uses PD libraries for distribution, but it can be very good value.

If you copy a PD disk, you are under a moral obligation to leave the disk exactly as it is, especially the 'read me' files which explain how the program is used and give the programmer credit for all the hard work.

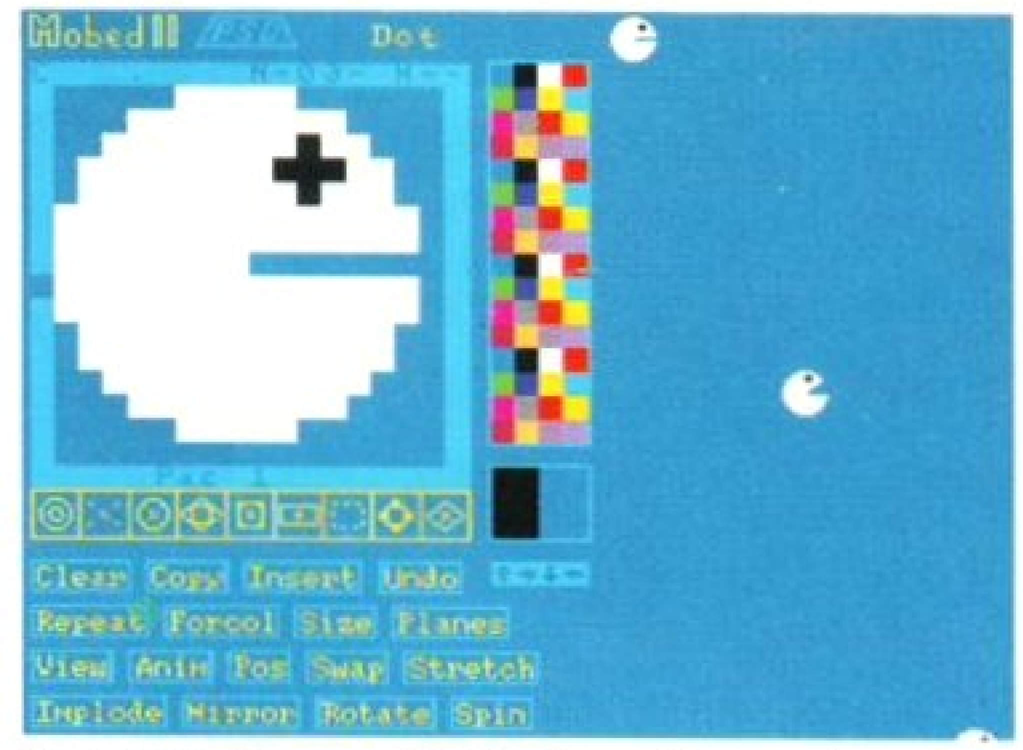
The price of a PD disk from a library is usually around the £2 mark, so it's a great way to buy games, utilities and applications if you're on a limited budget. You can also get some superb demos which show off the Amiga's ability to produce amazing graphics and music.



When you first see *Dragon Tiles* you think it's a cinch. But just wait till there's only eight blocks left.



Punt Predictor isn't totally serious in its aims, but it beats a quick read of *The Sporting Life.*



Mobed 2 isn't very pretty, but does offer some fast, effective drawing tools for sprites and bobs.

DRAGON TILES

GAME

PDSOFT 2436

This shareware puzzle game by Steve Smith has one factor uncommon to many games of its genre – long-term gameplay. It certainly kept me occupied for hours. The idea is to remove pairs of tiles from a great big collection of tiles, called a dragon, until there are none left. To remove a pair, both tiles must have a space next to them.

What makes the game so complex is the difficulty of knowing just which tiles to remove and when. Sadly, one oversight at the beginning can leave you with no more moves to make, but the programmer has included a couple of helpful features. A button which, when clicked, puts the last pair removed back on the board, and another which resets the dragon so you can start again. With 25 dragons included, this puzzler will keep you amused for a long time.

PUNT PREDICTOR

LEISURE

17 BIT 1967

There are many programs for predicting the outcome of horse races, but it's rare to see a PD one that's both fast and user friendly. You input the required details for the horses – sex, fitness, wins, the going of the course and similar statistics – then the program gives the odds that it thinks are fair for each horse.

The best returns come from betting on horses that have 'value' (odds) longer than the horse's actual chance of winning. The program tells you which horses have been underrated by the bookies and will give you the best long shots.

But does it work? Well, on information typed in from yesterday's paper, yes it does. But as for predicting future events, it's not quite so good – that's life I suppose. At least there's copious amounts of well-written documentation to help you use the program.

MOBED 2

VIRUSES

BEAUGHS PD U030

This is a short and sweet update. The original *Mobed* (Movable Object EDitor) enabled you to alter and edit 16x16 or 32x32 graphic objects. This one is no better in broad specification, though it can deal with objects of up to 64 colours now.

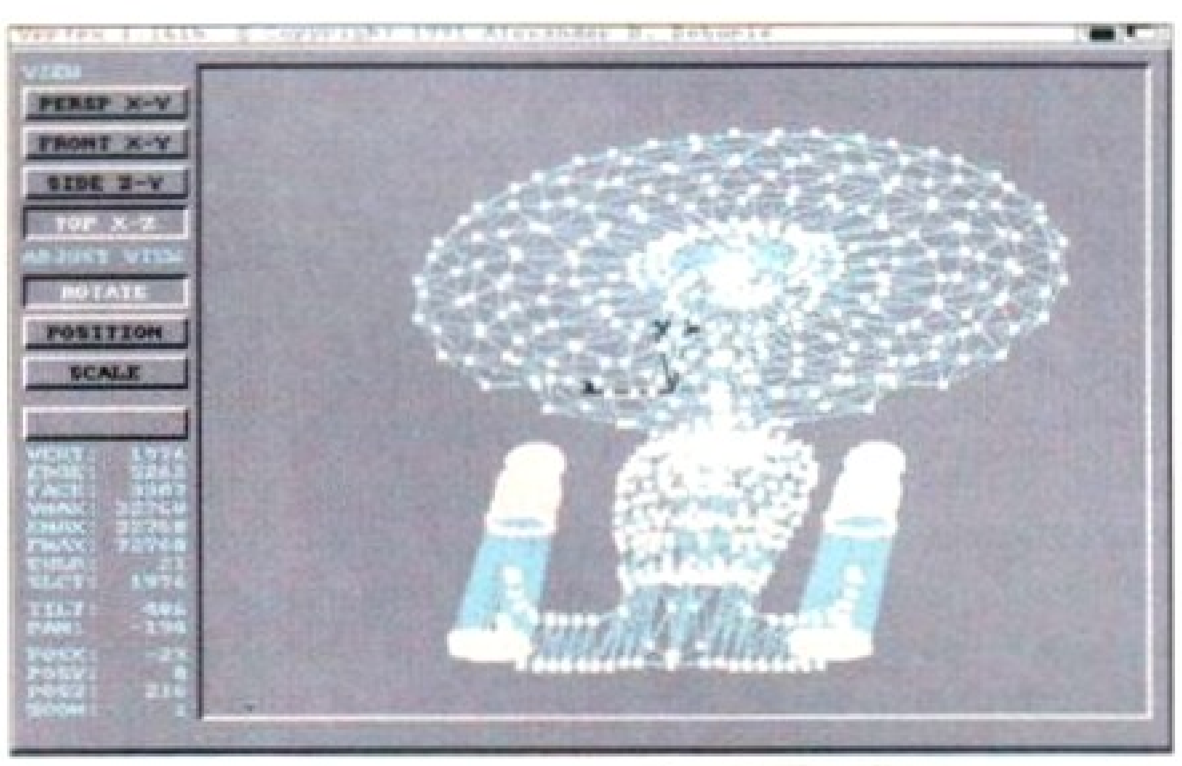
The big difference is the speed of the program. *Mobed 2* is very fast, cutting off the operating system except when it loads and saves files. The files it uses are RAW binary types, perfect for programmers working with machine code or C.

OK, you could use *Deluxe Paint* for this sort of thing, but it wouldn't be as fast or as definitive. With *Mobed 2* you can animate your creations, colour-cycle them and use them in your programs without an IFF-RAW convertor. The documents don't have icons, so some knowledge of the Shell is recommended.

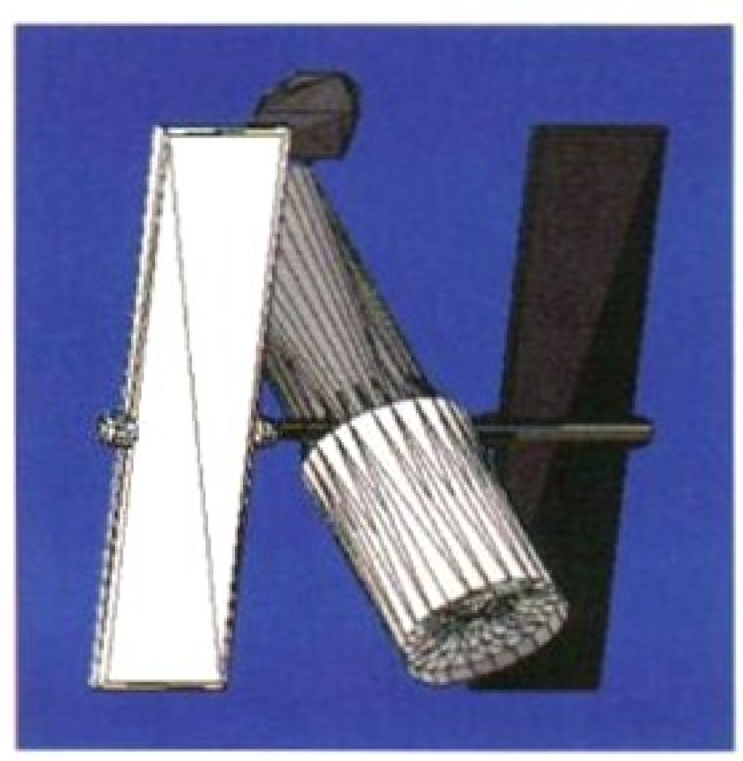
IMAGING/VIDEO TOOLS

TOOLS

PD SOFT V661



The main *Vertex* editing screen. Note that the starship Enterprise is not included – that's on PDSOFT V667, and it's not alone...



Vertex gives an idea of the end product – *Hubble Telescope* from disk V667.

There are two programs on this disk, but they are really for different types of graphic artist. The most impressive one (to me at any rate) is *Vertex* 1.17b. This was written by Alexander D DuBurie, and is a compact editor for designing and adjusting 3D objects.

I know what you're thinking, it must be really slow and complicated. In fact, it's really fast and simple. *Vertex* recognises objects from *Sculpt, Imagine, Turbo Silver, Lightwave* (that's the one on the Video Toaster), *Geo* and *Wavefront.* The menu has 10 choices, nearly all of which can be accessed by hot keys (as can the sub menus). It's easy to load in objects, twirl them around, adjust a couple of points and save them again. It can't render objects or ray trace, but it can show you what the final result will look like.

The fly in the ointment is that this isn't the full version (which costs $30 direct from the programmer). Included in that price is a full manual and an AREXX port – plus better crash proofing. This demo is really very impressive in its clean-cut approach.

The second program is called *Magic Tween Machine* and is essentially an animation tool. All you can draw with are straight lines and curves, so the moving images are not exactly stunning. However, because they are simple, the computer can store lots of frames.

MTM was written by James Clanni, and he's obviously taken a lot of time over it. It's very complicated at first – way too many options – but you gradually begin to pick up how to do things. Everything in it has a purpose and all becomes clear eventually. Personally, I'd just go for the commercial *FantaVision* which is less complex, but for people who want very simple, long anims it could prove very useful.

TOP TEN UTILITIES OF THE MONTH

Every month, we look at a particular library's best-selling PD utilities and games so you can find out what the popular titles are. This month it's the turn of...

AMIGANUTS

1	OctaMED
2	Amibase III
3	Amiga Coders Club (various)
4	AGene (Full Version)
5	TBAG (various)
6	Kefrens Powermenu
7	SID V2
8	Golf Recorder V3
9	Edword 2.2
10	Amicash Pro

WHERE TO GET THE DISKS IN THIS ISSUE

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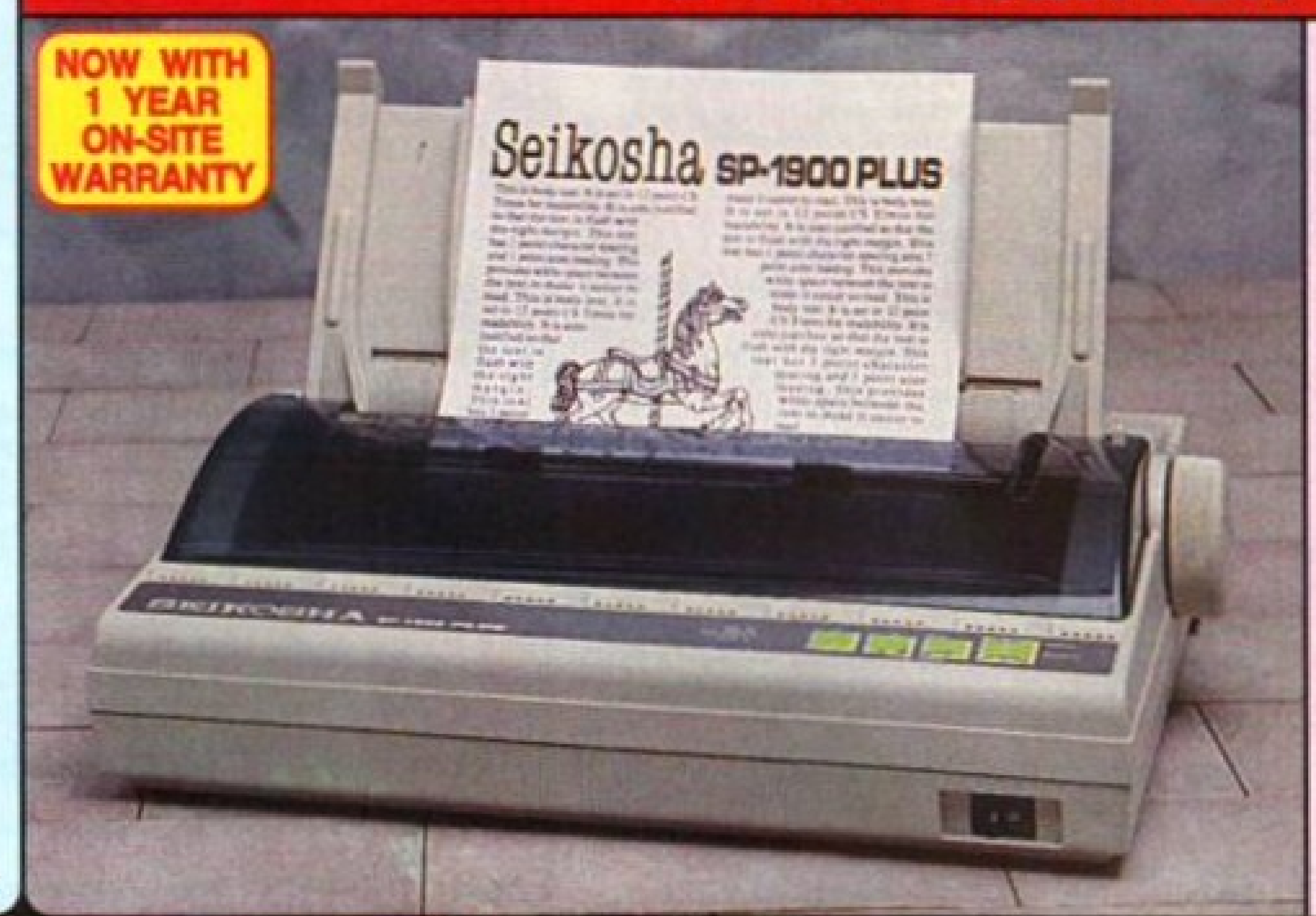
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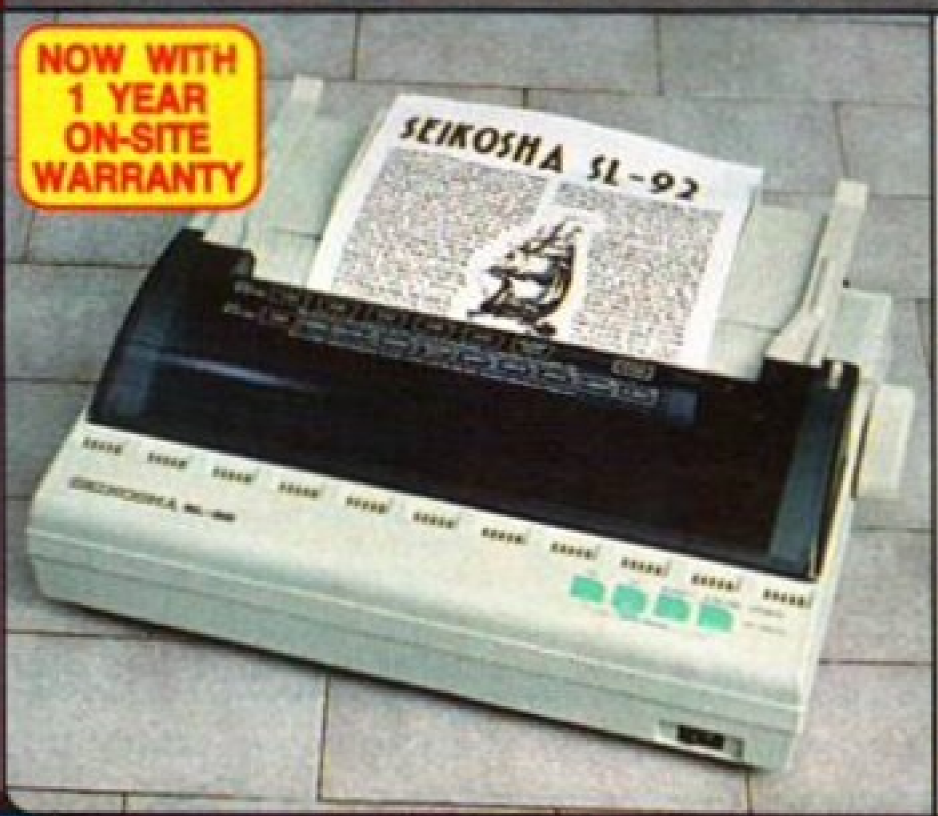
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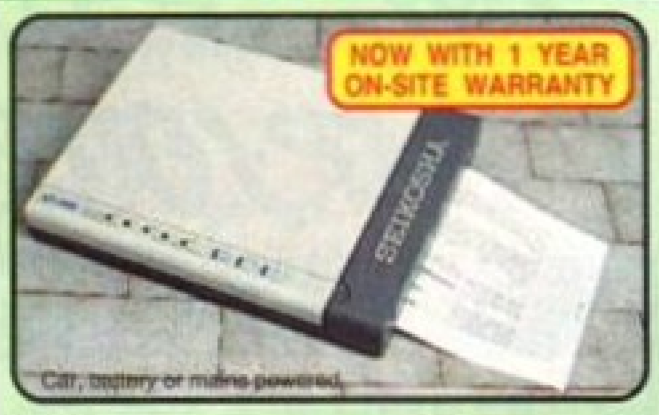
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PD Demo Zone



A veritable army of digitisers, samplers and graphic artists has once again been busily beavering away to produce a brand new set of animations, music disks and demos. **Maff Evans** sorts out the great from the grot to bring you the word on this month's top public domain demo releases.

GET FROGGED
ANIM
NBS, Disk H695



An all-singing, all-dancing frog. It's certainly a sight you don't see every day. Well, not unless you're on some pretty serious medication.

Animation disks don't usually have any kind of intro, but Decay have decided to bring their demo-coding background into the field by including what they call a 'Wormtro' on their *Get Frogged* animation disk.

The intro is pretty simple; it features a worm crawling past a wooden Decay logo at the top of the screen and a digitised animation of a dancing girl on the main screen behind some text messages. The music that backs the intro is a bit on the naff side, being a simple, flat-sounding looped tune. Things do get a bit more interesting once you click the mouse button. After a Loony Tunes opening screen, a rather strange cartoon appears featuring a frog with top-hat and cane doing a ragtime song and dance. Strange.

Although it's short, the slick visuals and well-sampled sound make it very effective. The music and the madcap animation capture the Warner Brothers style well. If this is a new direction for Decay, let's hope they continue to produce cartoons of this quality.

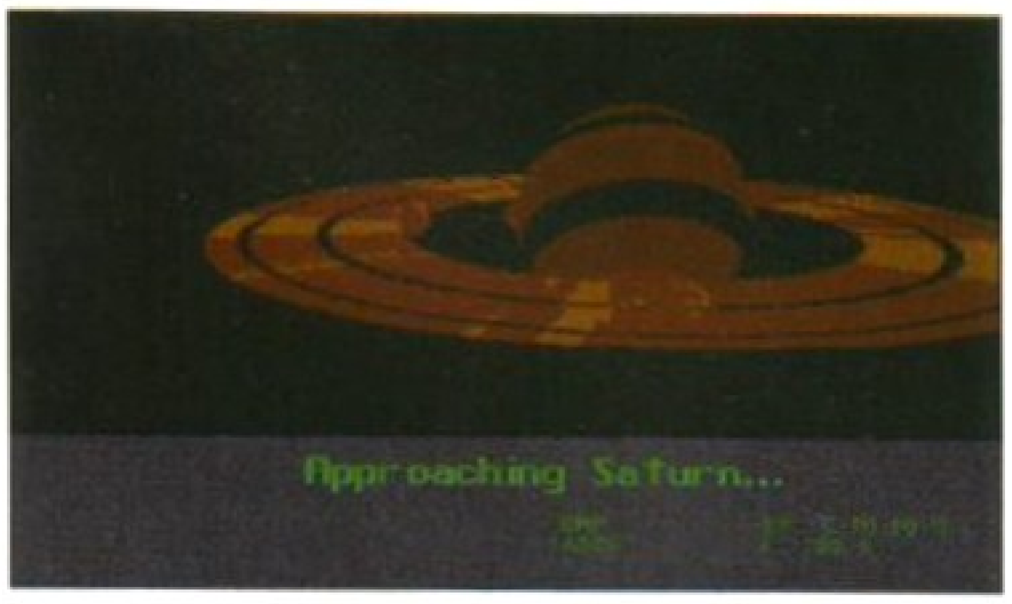
BIG BANG
MUSIC
START COMPUTER SYSTEMS

A500 PLUS

After producing a wild acid-video dance demo (*Tekk-No*), coding team Wildfire have gone for an educational stance with the *Big Bang* demo. The disk starts with the credits backed up with a pretty standard PD tune.

After a bit more loading, a history lesson on the birth of the universe begins. Text messages appear at the bottom of the screen explaining how the first atoms formed and are accompanied by animations of dots (sub-atomic particles, presumably). The demo continues by showing animations of planets in our solar system from the point of view of a satellite whizzing past. In place of the chemistry lesson at the bottom of the screen, data on each of the planets is displayed (including their sizes and distances from the sun).

All this may sound like a boring science lesson, but the animations of the planets and the atmosphere of



Join a Voyager-style satellite expedition and take in this marvellous view of the ringed planet, Saturn (souvenirs are available at the depot).

both pictures and music manage to make this a pretty interesting little demo. It hasn't got the sheer power of *Tekk-No*, but it still shows that Wildfire can put together decent routines to produce demos that are different from the usual scrolly-text and vectorbob fare.

Continued overleaf

UNSPORTING
PD SOFT, DISK 2478
REQUIRES 2 MB

ANIMS

HOW TO RUN
PD SOFT, DISK 2476
REQUIRES 1 MB

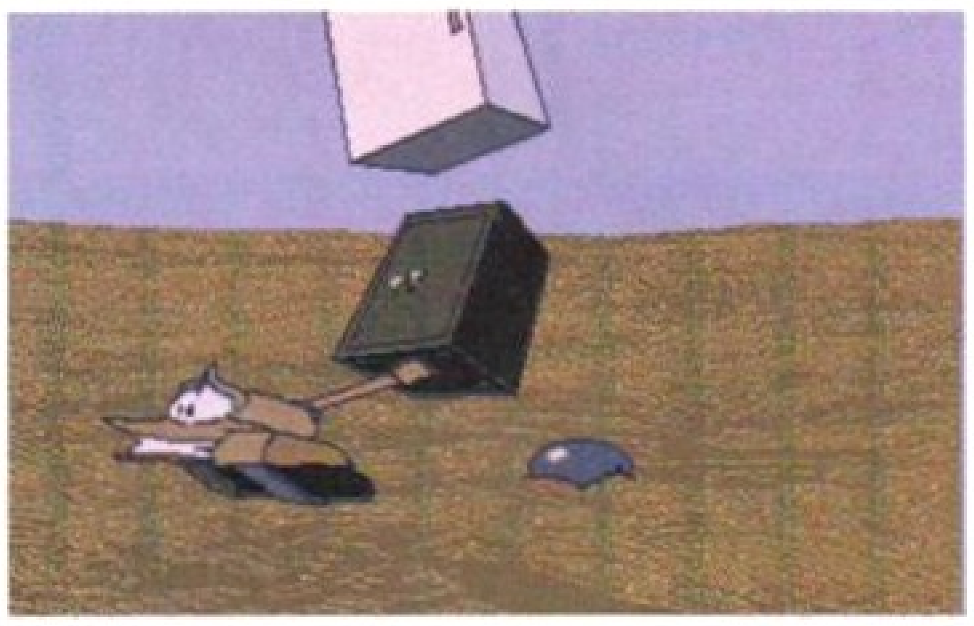
Well, here it is! Just when you thought we'd forgotten, here comes this month's entry from Eric Schwartz. Eric has released two cartoons for your delectation and perusalment.

The first, *Unsporting*, is another in the long-running *Aerotoons* series. The clip features an A10 Tank Hunter aircraft buzzing across the desert when an innocent little tank pops up from under the sand. A heated chase then begins, with the A10 launching all it has against the overpowered tank. Just when you think it's over, the chase takes a sharp twist, ending in an almighty collision! The animation has been constructed in a way that has proved popular for Eric. The main characters are the usual cartoon drawings, but the backgrounds consist of fractal desert-scapes to add more depth to the pictures. And very nice they look, too!

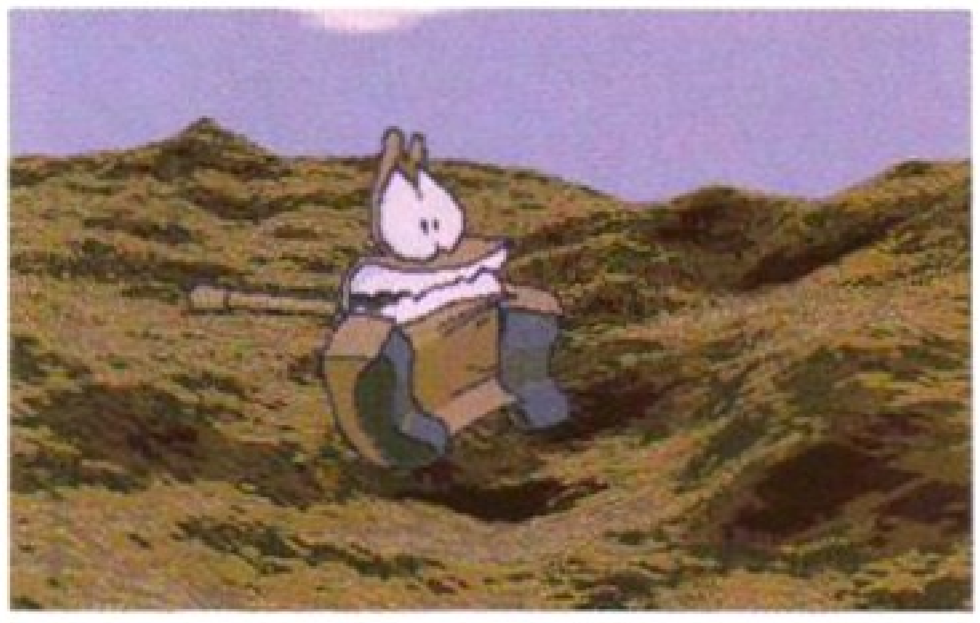
The second animation disk is somewhat more surreal. Entitled *How to Run into a Wall* (to give it its full monicker) it portrays a small, blobby, scruffy-haired character pelting along a track with all his might until he eventually comes across a brick wall. Applying the brakes a little late, he plummets into the obstacle with great force. The only question is: why? The animation style isn't as impressive as *Unsporting*, but this is only a silly little clip that requires a lot less memory, so it's hardly likely to be as ambitious as its larger counterpart. In its own little way, it's still an impressive clip though, so if you aren't lucky enough to have a whole heap of extra memory, you can still watch Eric's animation style in your own home.



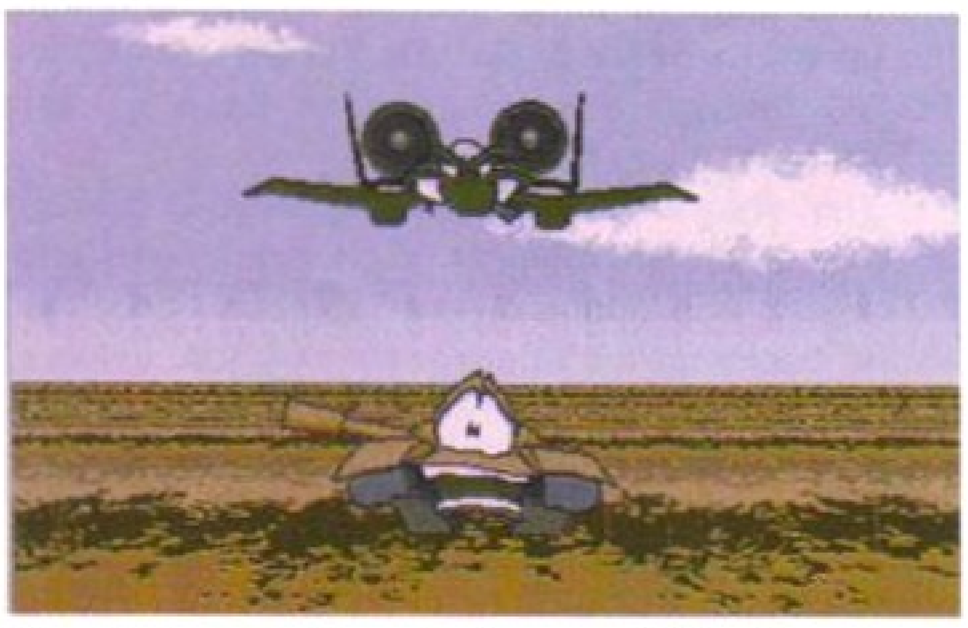
Putting on the brakes won't do any good at that speed. Looks like a disaster is on the cards!



This is rather unsporting – dropping heavy household implements on to poor, defenceless little tanks.



Shocked? Who wouldn't be if a missile-bearing tank hunter was bearing down on you.

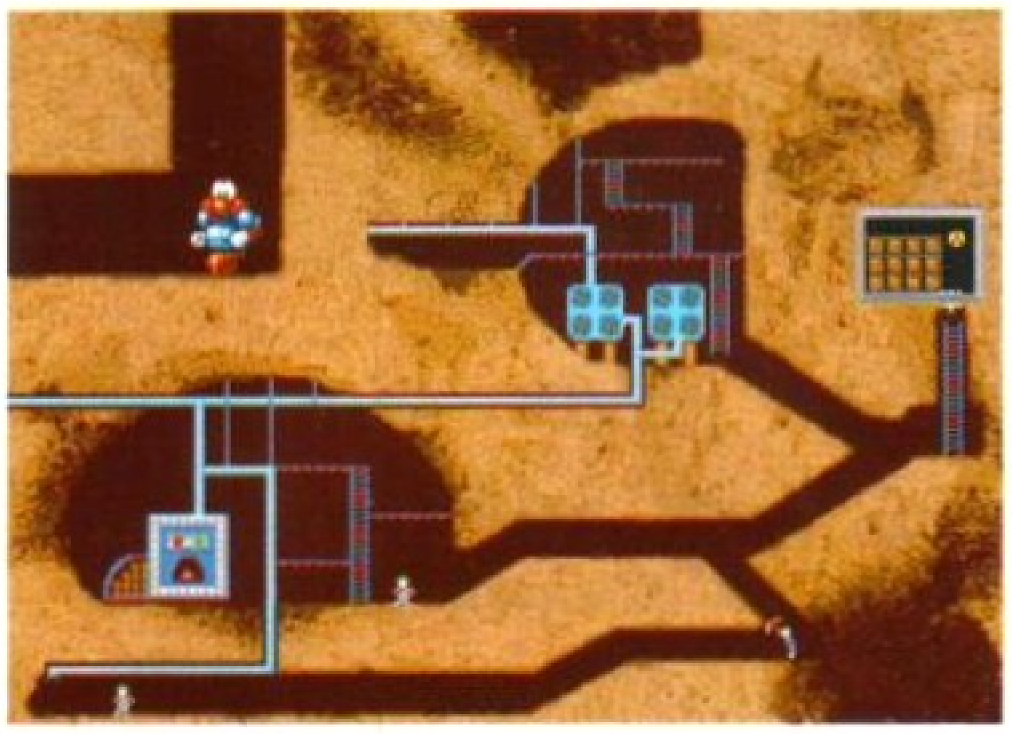


The attacker gets closer by the second. There's only one thing left to do... leg it!

LEMMINGS VS ROBOCOD

ANIM

NBS, DISK H694



So this is what they get up to when you're not playing the game! James Pond infiltrates the secret underground lemming control centre.

Characters from games quite often find their way into PD demos (the number of disks containing animated lemmings is phenomenal), but rarely are characters from two different games pitted against one another. That's exactly what Addict have done to produce the *Lemmings Vs Robocod* demo.

The characters have been taken directly from the games themselves (obviously someone has a grabbing cartridge) and placed into different situations. To begin with, a lemming and James Pond wander off the edge of a cliff and plummet to the ground below, with the lemming surviving the fall by using his umbrella.

Poor old James, meanwhile, is bashed into the ground by a falling rock. He soon recovers and, after a brief wander through an underground lemmings burrow (complete with dormitories), he shows his displeasure at being left in the lurch by his green-haired adversary.

The animation has been pretty well done, with the characters fitting well into the situations (the complex lemmings' living area is absolutely incredible). The soundtrack that backs up the demo is a mixture of the musical styles from the two games, with the jolliness of the *Robocod* tunes combined with the rather wacky *Lemmings* soundtrack. It's a bit of a short clip, but the overall style and polish make it an interesting diversion for a couple of minutes.

NIGHTBREED MUSIC DISK 8

MUSIC

NBS, DISK M417

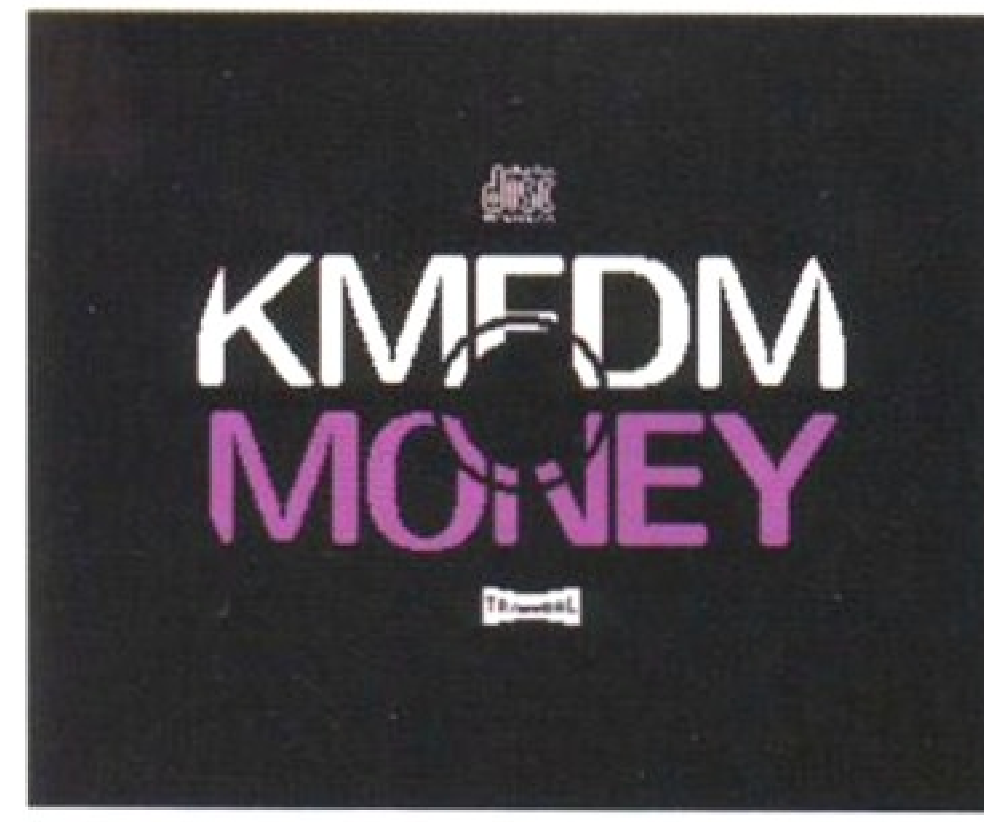


The sleeve design of Nitzer Ebb's *That Total Age* album sets the tone for the version of *Join in the Chant* on Nightbreed's music disk.

For their latest music disk release, Nightbreed have gone for a slightly different approach. The disk itself is compiled in the same way as their earlier releases, with a couple of tunes to begin with (selected using the function keys) followed by an animation. The difference with this release is that the two tunes involved are ones that are outside the usual musical mainstream – earlier Nightbreed disks have mainly concentrated on well-known songs.

The first offering is a version of Nitzer Ebb's *Join in the Chant* (a track that has already been sampled by PD musicians to add sounds to their dance tracks). The song is backed up by a version of the stark sleeve design of Nitzer Ebb's first album *That Total Age*, which emphasises the harsh, metallic feel of the music.

Next up is a more recent track, KMFDM's *Money*. The samples have been taken from the single version and re-edited to produce a kind of remix. Occasionally, the harsh qualities of the record are somewhat lost – they are difficult to sample properly – and a few of the edits sound a little clumsy at times, but the overall manic, industrial atmosphere of the original single is



This picture of KMFDM's *Money* CD single backs up Nightbreed's conversion of the underground dance track on their *Music Disk 8*.

still there. The picture is even a portrayal of the CD single itself.

The animation on the disk is a simple *Vista* animation based on the Olympus Mons landscape found on the program's disk. But then again, it's still something extra and makes it a little more interesting, so you can't complain, can you? As for the tunes, both are fairly competently done, apart from the few niggles mentioned, and it's nice to see someone taking a step away from the mainstream once in a while.

TERMINATOR 3

ANIM

START COMPUTER SYSTEMS

A few demos have appeared in the wake of *Terminator 2*. Most of them are dull, unfunny spoofs or slideshows just containing digitised pictures from films and their associated documentation (programmes, posters and *Starburst* magazine articles). However, this *Terminator 3* demo by Foxx and Digimatic (known as Rage) should not be confused with the other lack-lustre affairs. This one is a proper science-fiction story based on the James Cameron character.

After a series of opening credits, a metallic T3 logo slams together and is followed by a scene from the war-torn future Earth, with Terminators, Hunter-Killers and rebel soldiers battling it out. Then there are more animations, varying from scrolling backgrounds and sprites via animated digitised pictures to 3D polygon fly-pasts, finishing up with a battle between a Terminator and an ED-209 (though this would have been on the robots' side, if you think about it).

The style and scope is impressive, assembling hand-drawn pictures, digitised frames and 3D objects to produce a very impressive clip. The sound backs up the atmosphere well too, using a version of the *Terminator* theme and film samples to emphasise the futuristic feel of the animation.

T3 should stand as an example to other coders; if you want to do a demo of a well-known subject, make it interesting in its own right. Take a leaf out of Rage's book – add your own originality!



A wall of flames and a gun-toting futuristic robot. All the evidence points to the conclusion that you should run like the clappers.



A quick scan of this tough-looking enemy and the target is acquired. Watch that robotic lead fly in all directions before too long!

TOP TEN DEMOS OF THE MONTH

What better way of finding what's in and what's out than to see what's selling? So, for your illumination, here's the top 10 selling demos from...

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2.	Oddysey	1574 A,B,C,D,E
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7.	Anarchy Demo	1893
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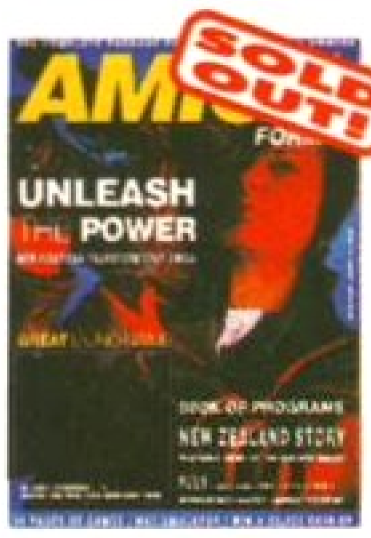
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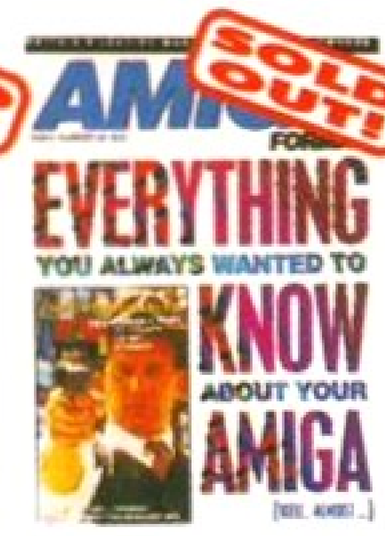
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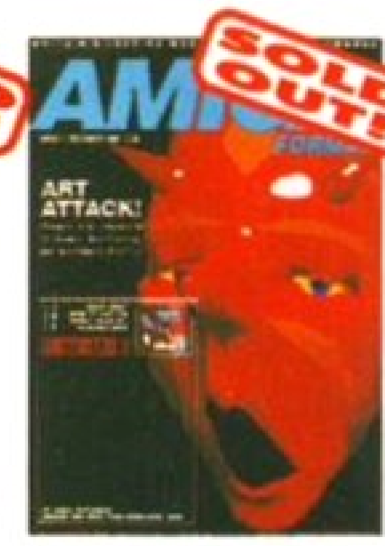
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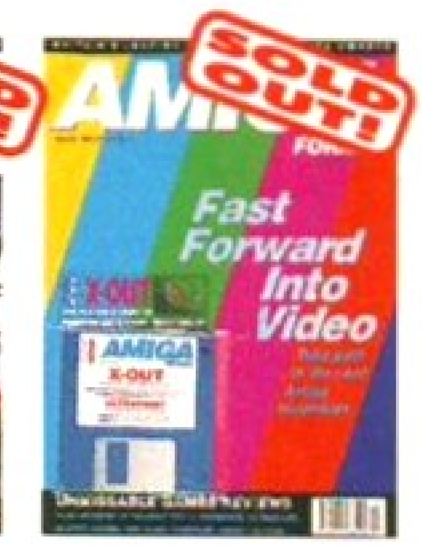
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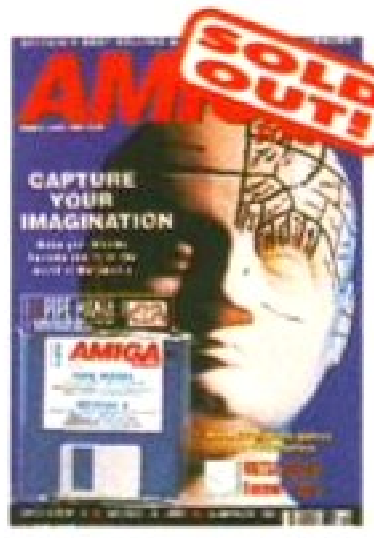
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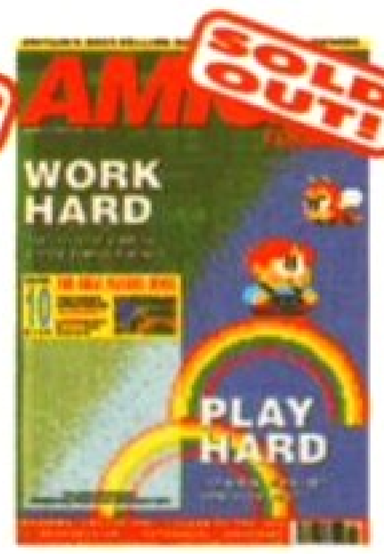
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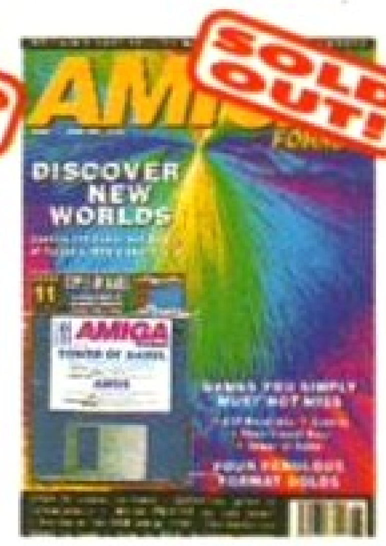
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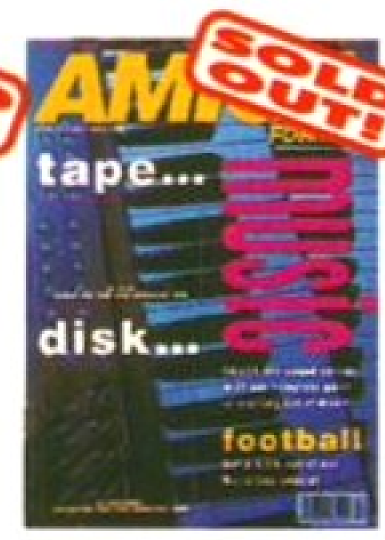
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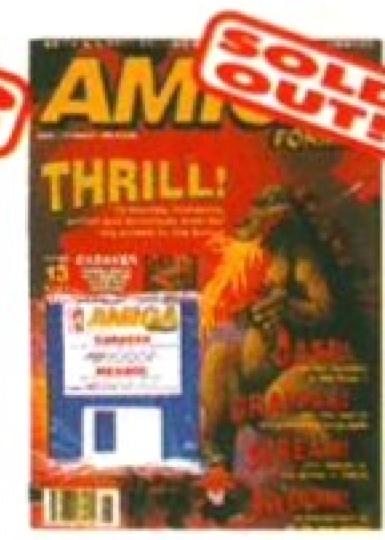
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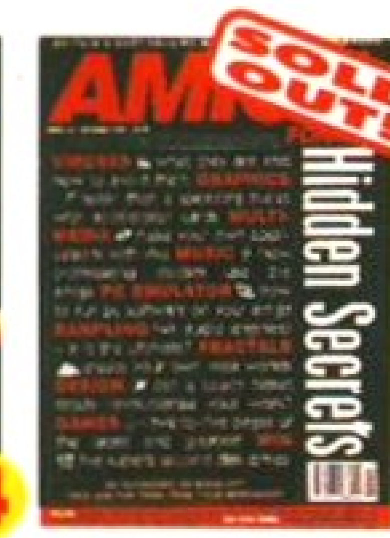
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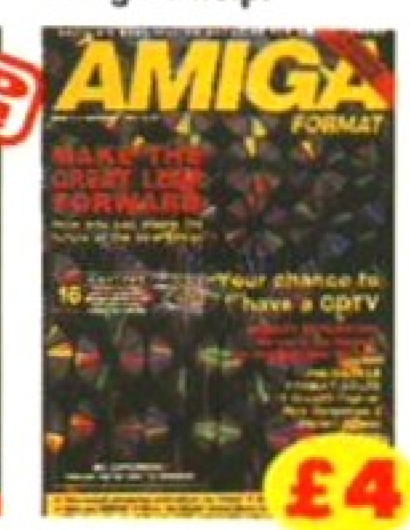
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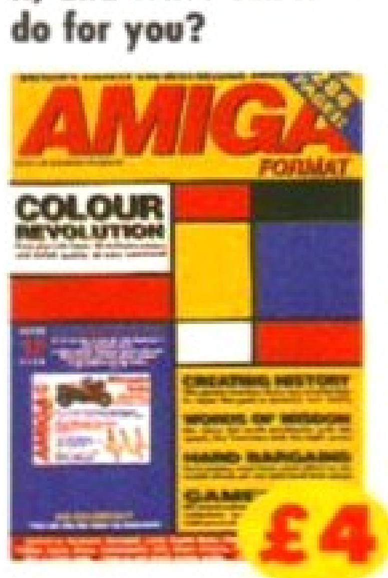
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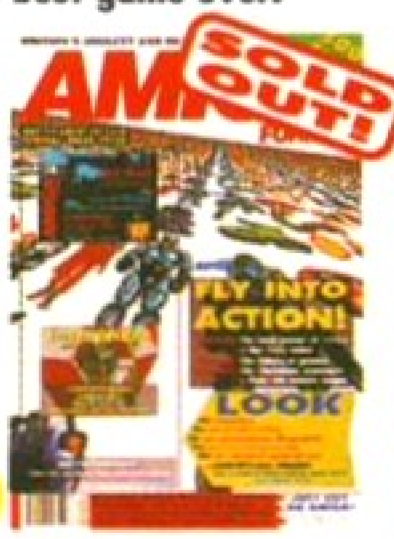
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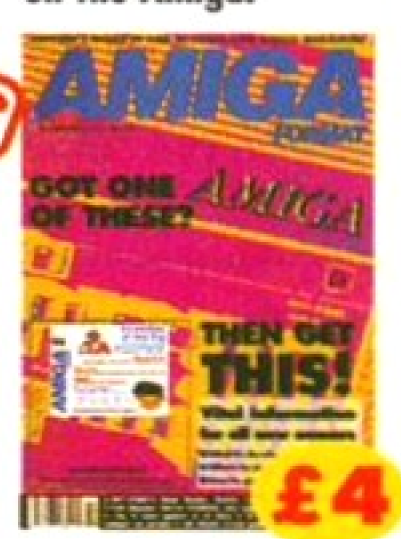
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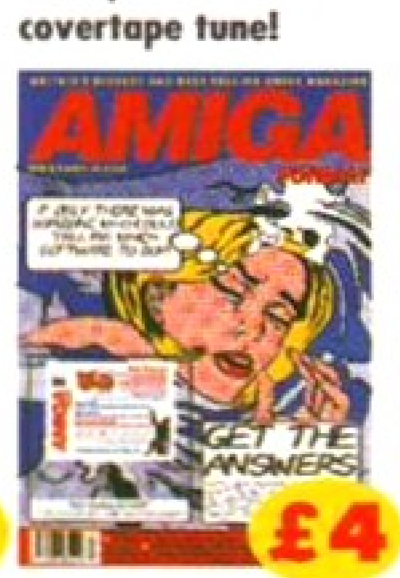
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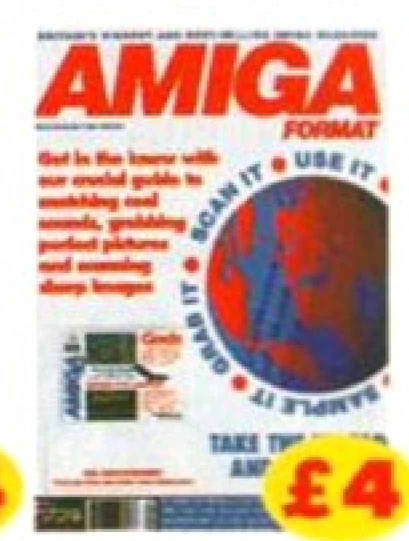
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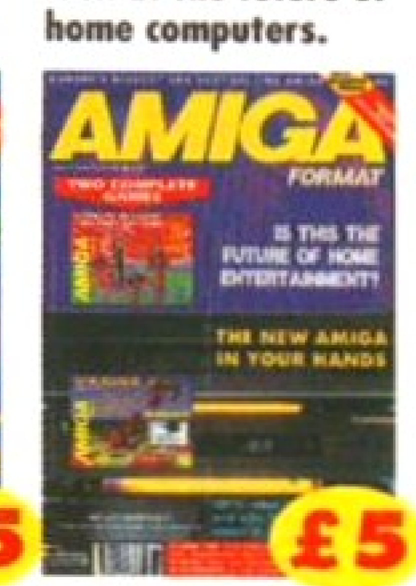
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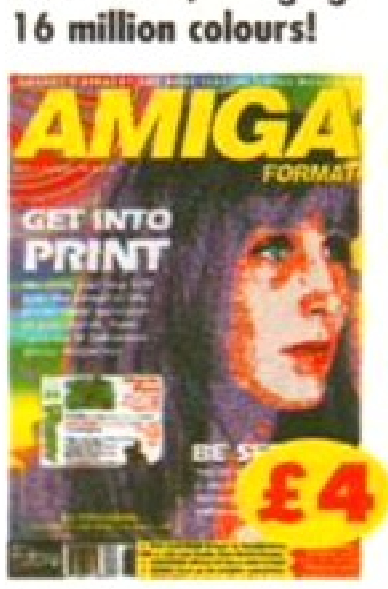
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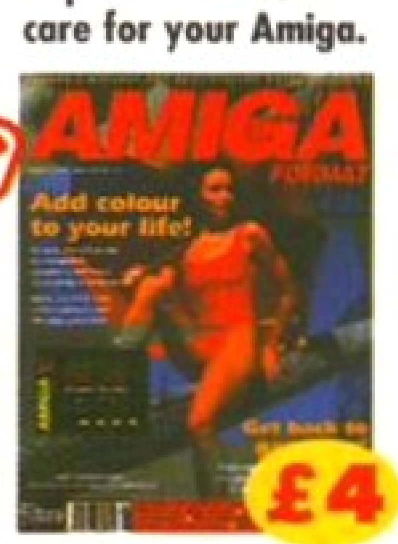
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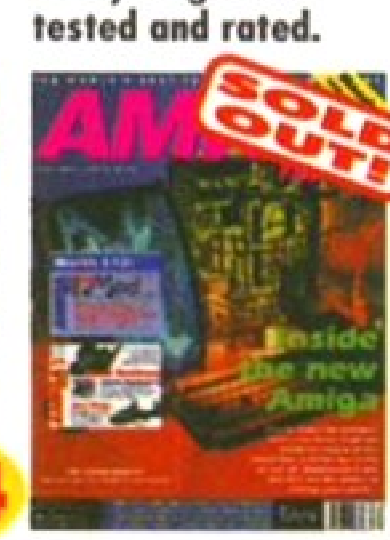
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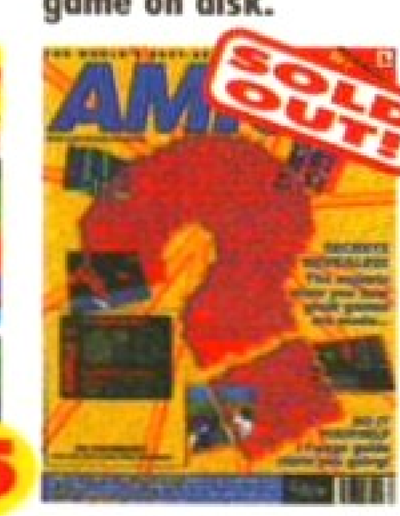
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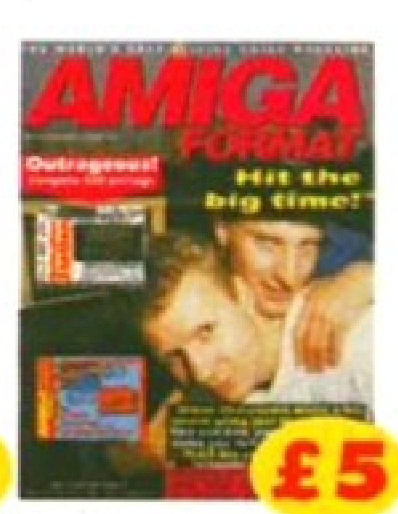
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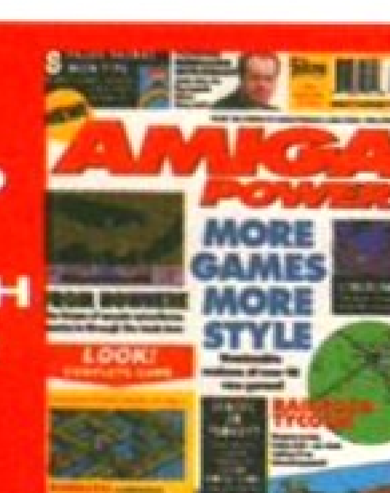


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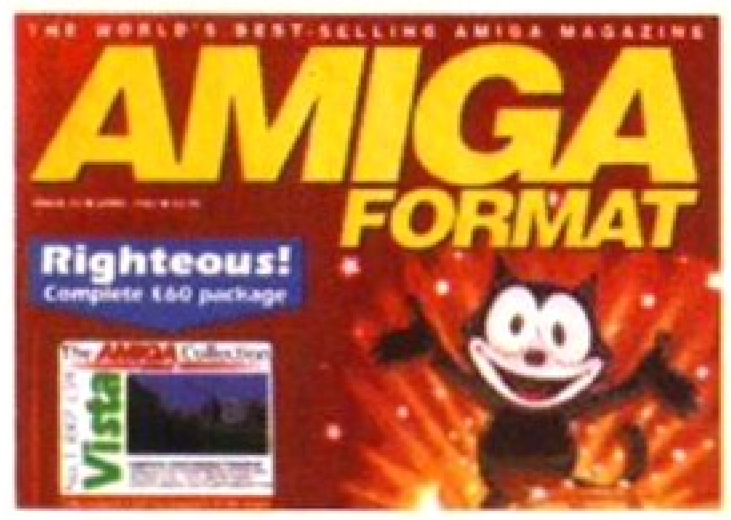
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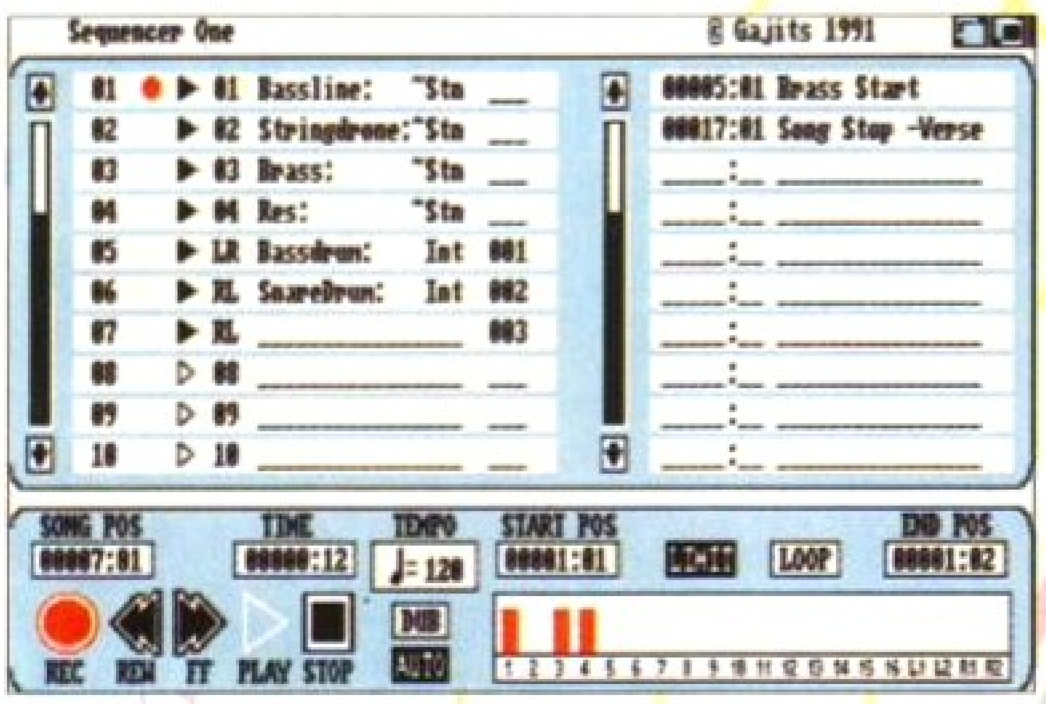
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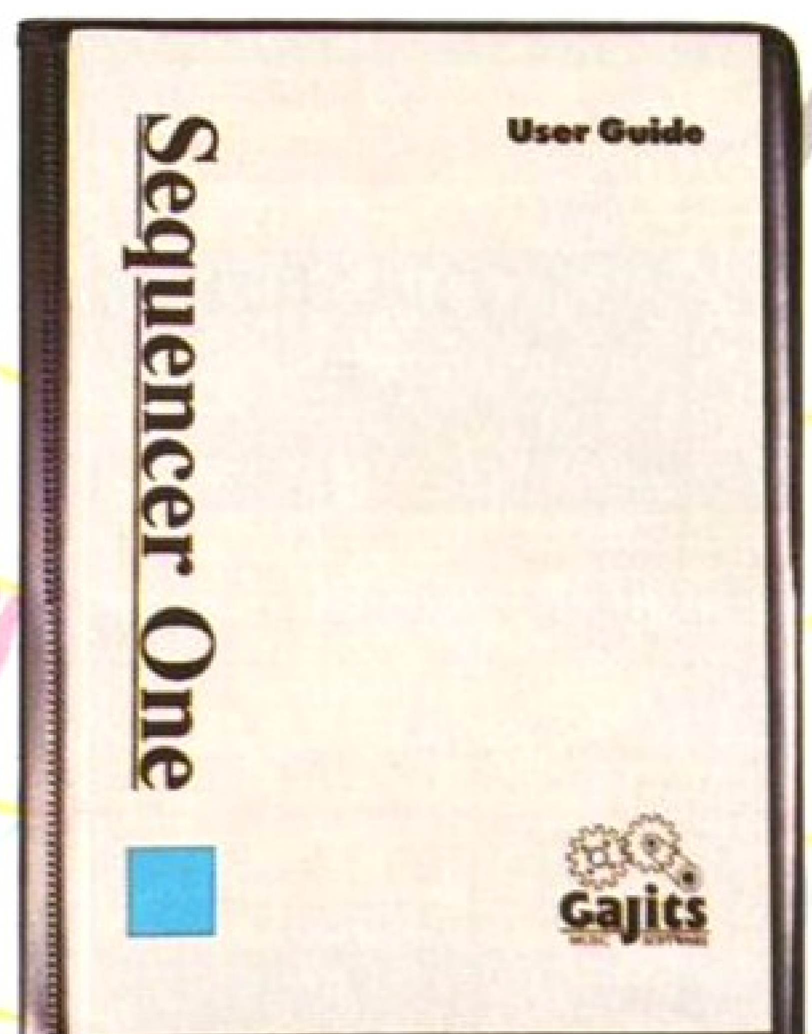


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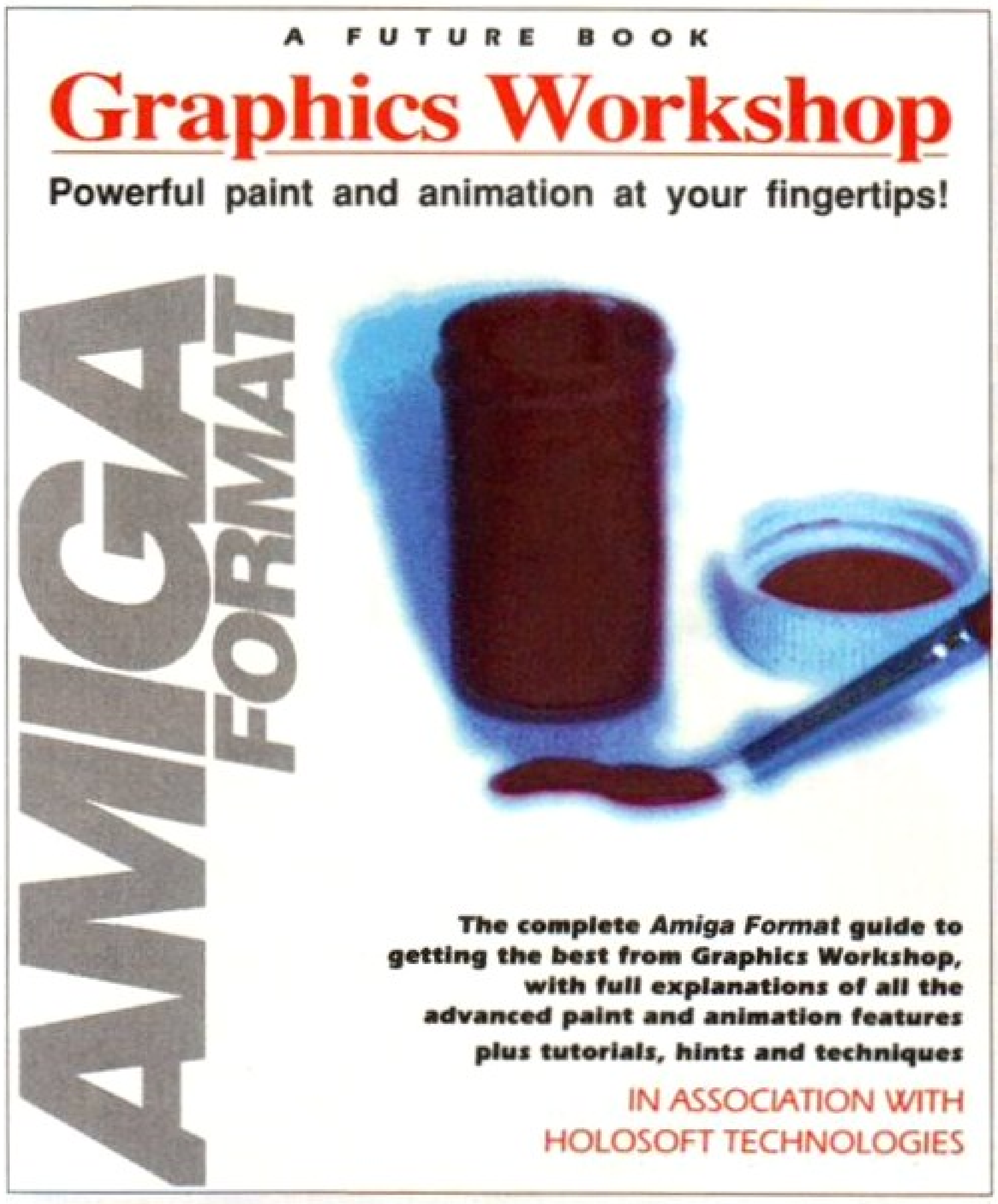
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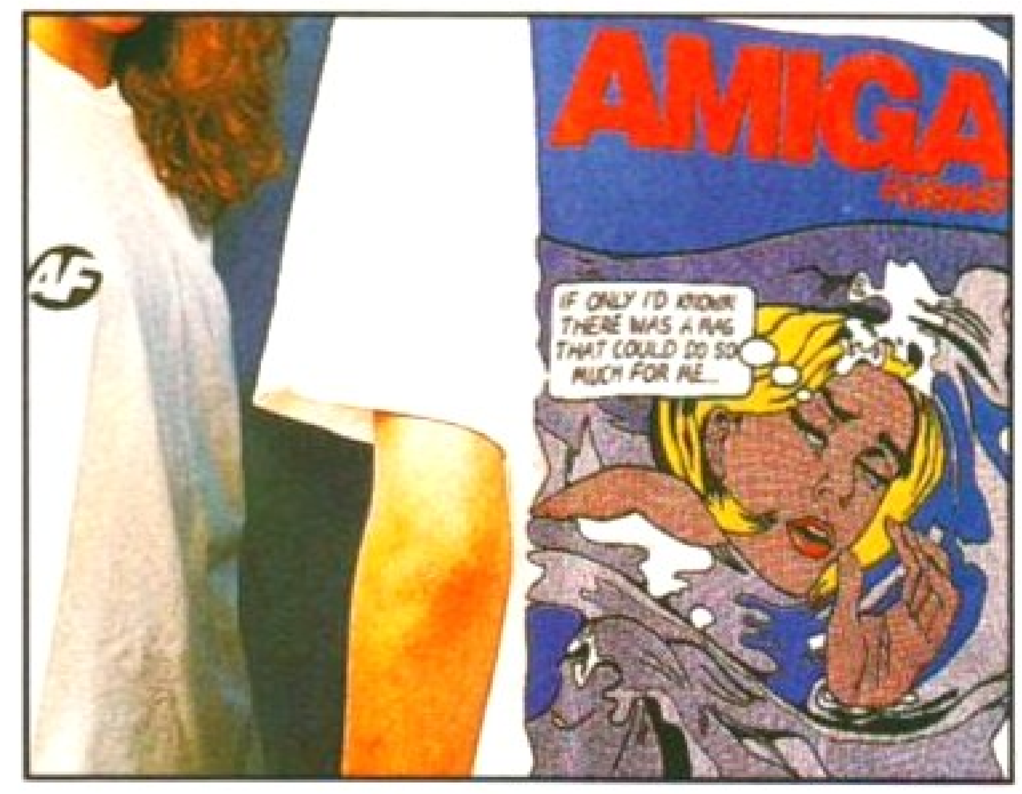
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This updated version of Microdeal's *MasterSound* is an ideal entry level sound sampler. Its numerous features, and improved easy-to-use graphic interface, make this an excellent bargain for budding music freaks.

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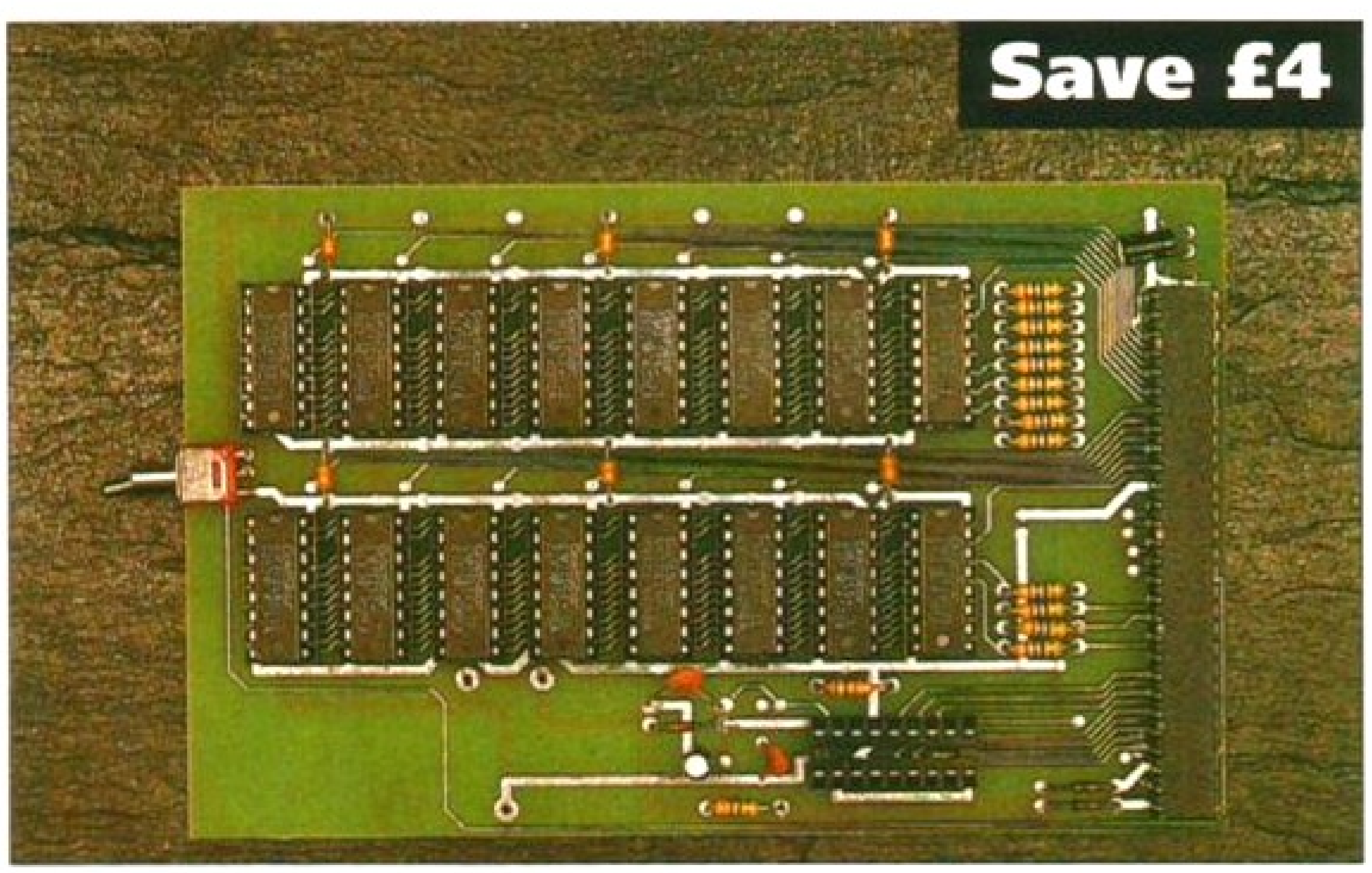
The exclusive limited-edition **Amiga Format** T-shirt is now available to **Amiga Format** readers. It features the 'Lichtenstein' pop-art cover of Issue 20 in a large four-colour back print, new logo on the front.

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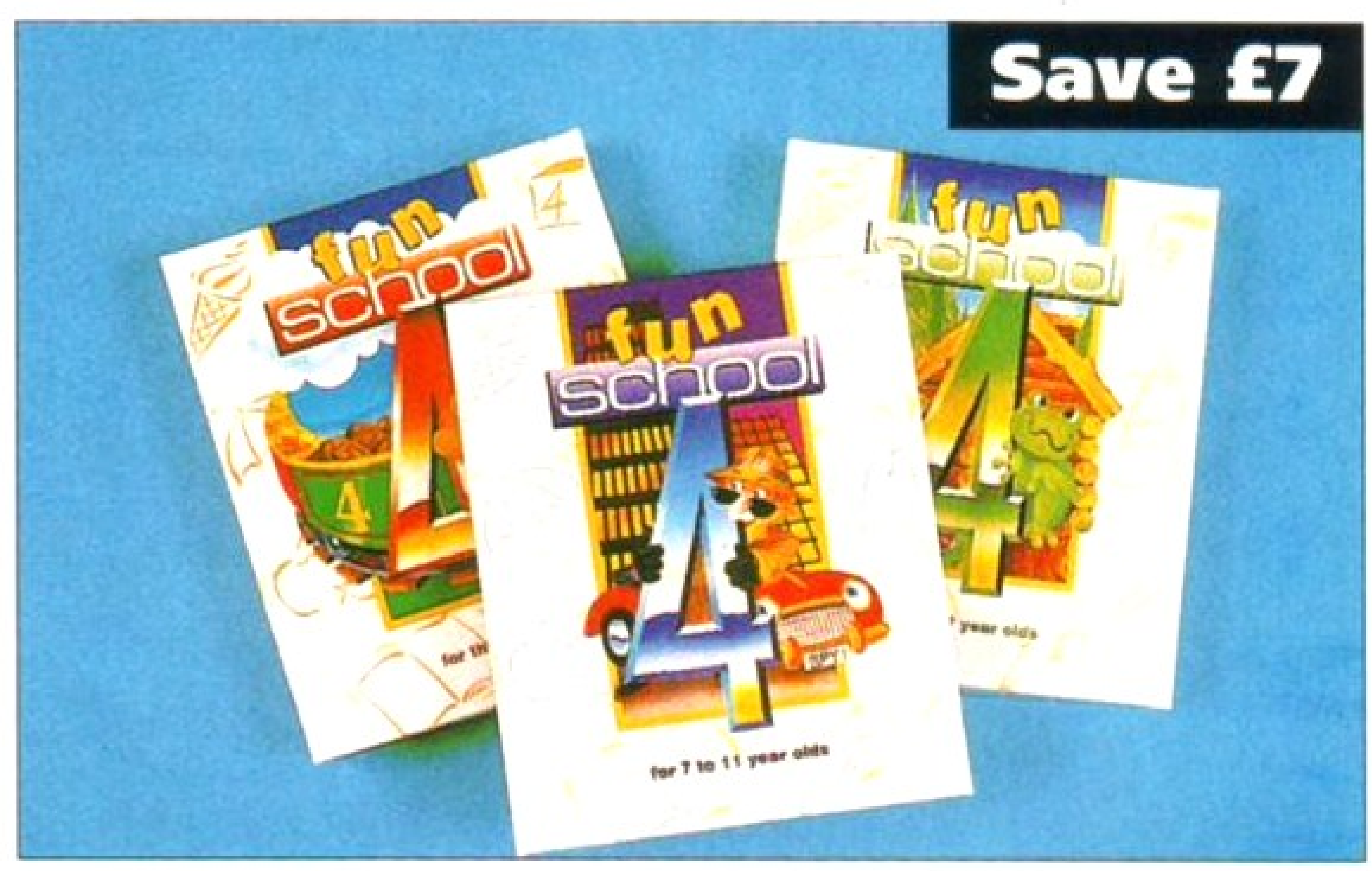
512K Expansion



Made by WTS in the UK, this isn't the most glamorous memory expansion you'll ever see: but it gets the job done and it means we can bring 512K users the memory expansion you need at the lowest possible price! It also comes with a battery-backed-up clock, so you need never set the time again. More and more software is being produced that will only work properly on a one megabyte machine: and if you don't have an expansion, you're missing out on the complete full-price programs, like *Vista*, brought to you on Coverdisk 33, or *PageSetter*, Coverdisk 34, or this month's *Spectracolor*. Get upgraded!

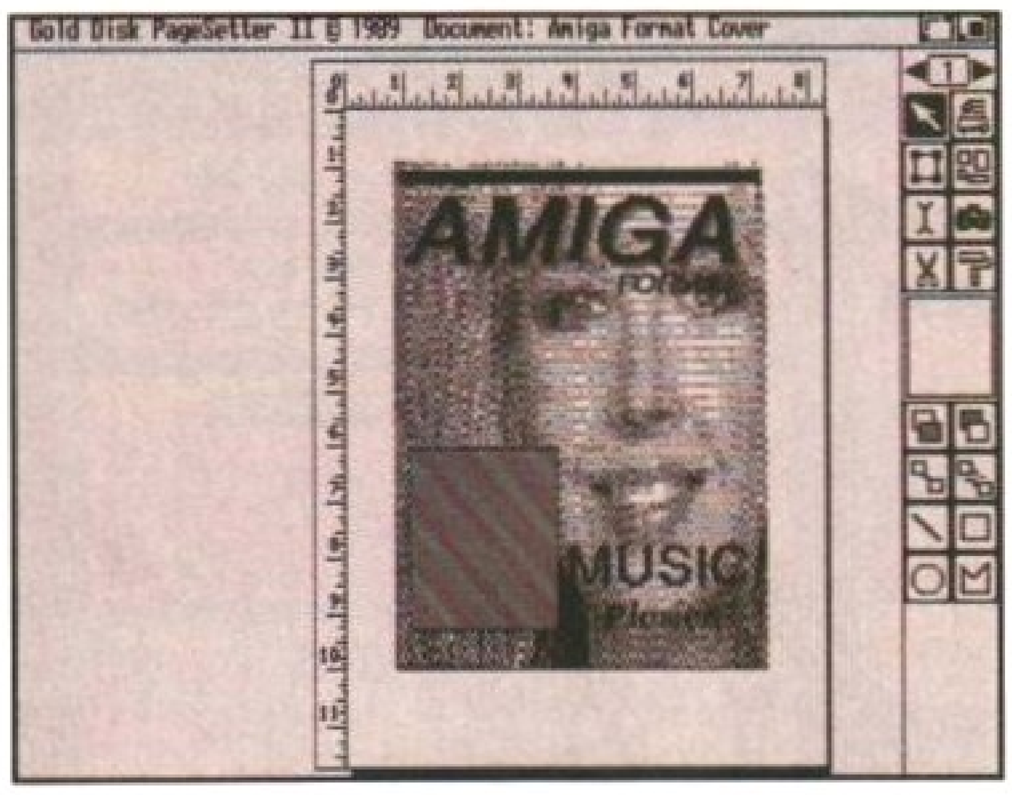
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The latest versions of the top-selling home educational programs are here! The *Fun School* series aims to teach basic skills to children via enjoyable games. The new series comes in three different flavours, aimed at three age groups: Teddy looks after the under fives, Freddie the Frog caters for the five-to-seven year olds, while Sammy the Spy is there for eight-to-elevens. Each age level has six different games, which teaches and tests different facts and concepts.

Description	Price	Order No
Teddy Disk	**£17.99**	**AM231**
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Once you've mastered the art of DTP with Coverdisk 34 why not upgrade to the big league. Version 2 includes Compugraphic outline fonts, on-page text editing and IFF and clip picture support.

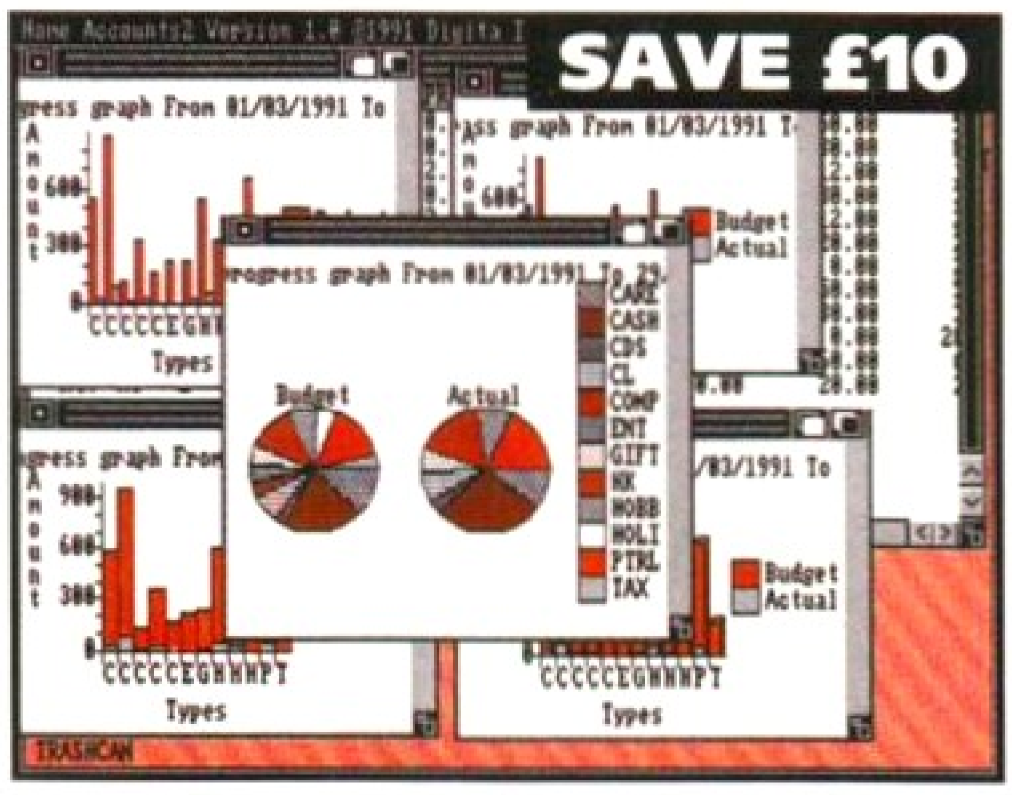
Description	Price	Order No
PageSetter 2 upgrade	**£50**	**PAGE UP**



Celtic Legends

Huge, beautifully-presented and intriguing game based around a board-game-style hex system, with the emphasis on combat. Absorbing and intelligent: rated 85 per cent in ***Amiga Format*** Issue 30.

Description	Price	Order No
Celtic Legends	**£23.99**	**AM235**



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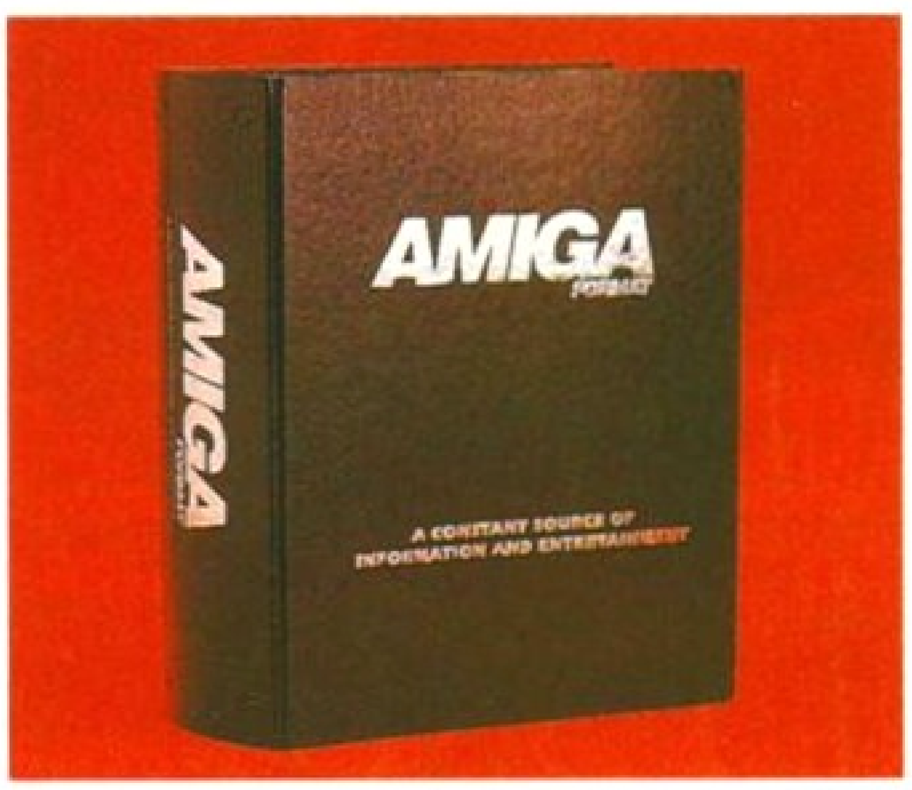
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Award Winners Compilation

What a combination! The Format Gold ground-breaker *Populous*, stunning footie fun in *Kick Off*, the cartoon-on-a-disk *Space Ace* and the top-class puzzle game *PipeMania:* all rolled into one great package.

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The newly updated sampler from New Dimensions allows you to grab digitised sounds, then sequence them into simple compositions. Package contains new cartridge, updated manual *and* set of audio leads.

Description	Price	Order No
Technosound Turbo	**£29.95**	**AF246**

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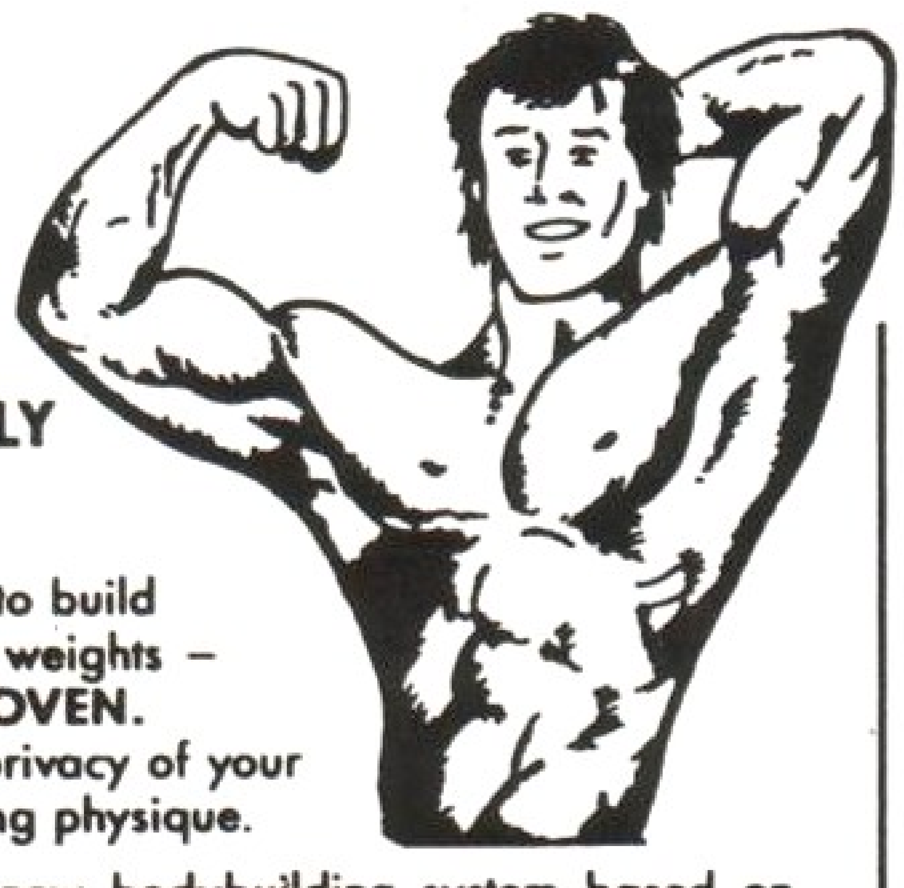
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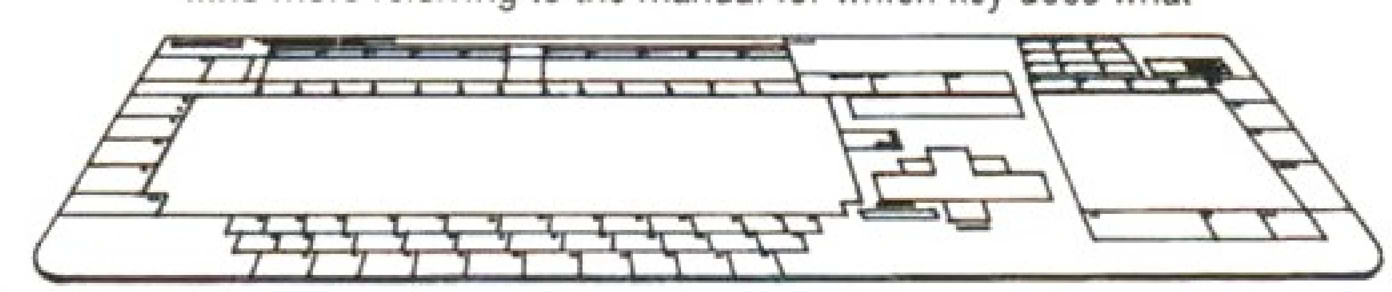
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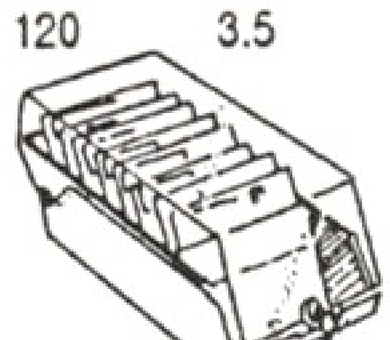
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Workbench

The Amiga can sometimes seem like a technical minefield, but not if you have **Pat McDonald** here to answer all your queries.



The A500 Plus has the same basic clock circuitry as other Amigas – and badly written software can crash the clock.

WHAT TIME IS IT?

FROM: N K TOWN, COVENTRY

Can you tell me what happened at 04.08 hours on the 6 February 1978?

The clock chip used in the Amiga (Oki 6242) was invented. Actually, it was invented two years later, but the designers decided upon that time and date as the start for the clock. So when an Amiga with a real-time clock has the clock reset, it reverts to that date.

I purchased an A500 Plus at Christmas and set the time and date soon after. For a week or so it held the time correctly, but now it always reverts to the above time and date. Could it be that the battery has given up and if so can they be replaced?

No, it's usually not the battery. The specification is that the real-time clock can remember the time for years, without the Amiga being plugged in. Unfortunately, out-of-control software often corrupts the clock. Workbench 2 is smart enough to reset it. Workbench 1.3 usually thinks that the clock system has failed completely and can't see it anymore. Try typing this into the Shell to be able to edit your clock:

```
Setclock reset
```

If you find that your Amiga often forgets the time, try to trace the piece of software (or different programs) which were running when it happened. Then write to the software house, explaining the problem, and (hopefully) the problem will become a thing of the past.

DODGY DEALS

FROM: HONG KIK LEE, BRIGHTON

Recently I bought a used A500. There were no manuals, just Workbench 1.2. Now when I turn it on, the hand holding the disk comes up on the screen, and underneath it has written V1.3. So do I have Workbench 1.2 or 1.3?

You have Workbench 1.2 on the disk. However, the machine is a 1.3 (it has a 1.3 Kickstart ROM fitted) and will work better with that version of Workbench.

Also, I have no success when backing up disks using the method you describe on the Coverdisk pages. I just get the reply:

```
Usage: Diskcopy [From] <Disk> TO <Disk>
[Name <Name>]
```

This one is so common that I stuck it in Answerfile, but just for you the secret is to type DF0 (short for in Disk, Floppy, ZERO) and not DFO (as in Disk, Floppy, O for Oops).

Finally I cannot save game positions at all! The games always tell me that "DF0 is write protected", or "Disk is write protected". I know it isn't, I move the tab in the corner so that I can't see through the hole, but my machine doesn't recognise this fact!

All that's happened is that the write protect sensor in the disk drive has gone duff. For people who know the

Continued overleaf

DOWN IN FLAMES

FROM: STUART WILSON, ASCOT

My big interest is flight sims for my A1500. I've bought *F29 Retaliator*, *F15 2* and *Birds of Prey*. While I've enjoyed them a lot, I begin to realise that the genre is at a bit of a standstill. There's one colour of blue sky, a flat landscape covered in dots, and most annoyingly the pyramid-shaped straight edged hills scattered around.

I realise that most Amigas have a 68000 processor running at 7.14 MHz, and couldn't handle the realistic valleys and contours that I want to skim. Why don't simulator programs exploit the accelerated Amigas?

I guess it's really because Commodore have never produced an Amiga that has a built-in accelerator, except of course for the A3000. Because there are not that many Amigas around with go-fast capability built in, programmers just can't be bothered to add extra frills that most purchasers will never see. Getting realistic landscapes is something that eludes nearly every flight sim programmer.

Now, you can do wonderful things with the Amiga's custom video chips (blitter and coprocessor). However, these are best used at machine level, which means no complex maths unless you have a 68881 or 68882 or 68040 (which has one built in). I'm not saying that "real" looking, fast flight sims are impossible on a standard Amiga – but they would be very difficult indeed for the average maths biased flight sim programmer.

However, if (as is expected) Commodore only produce serious Amigas with at least a 68020 processor, these attitudes may change. Remember, the Amiga is still a relatively young system compared to the Apple Mac or IBM PC. Watch this space!

I recently saw a review of *Falcon 3* for the IBM PC. It runs fast on a 16MHz machine, with contoured terrain, graduated skyline and realistic planes. This is only twice as fast as a standard Amiga, so will it appear for the Amiga?

I had a chat with Shelley from Spectrum Holobyte about this. "We have no plans to release *Falcon 3* for the Amiga yet. It's not on our release schedule which we have to fulfil. However, we are keeping an eye on the market. If the potential for *Falcon 3* is there, then we would like to release it. The decision has not yet been made."

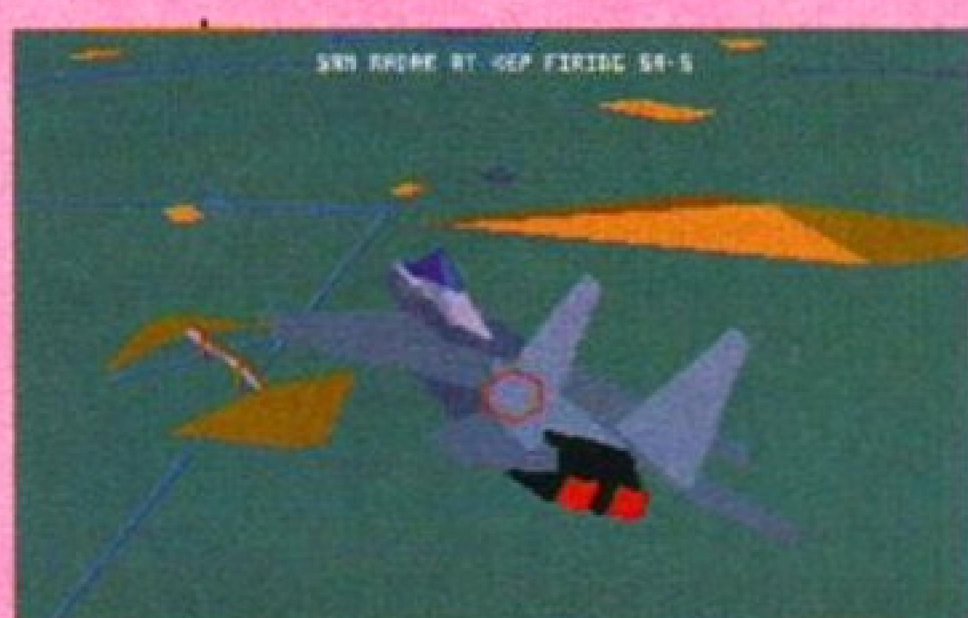
I would also like some advice on accelerators. If I go out and buy a 25 MHz accelerator, will flight sims run four-five times faster or is a £130 68882 FPU maths chip necessary?

For any accelerator to work to best effect, 32-bit memory and an FPU (Floating Point Unit) of some sort is necessary. The above set up would be more like eight times faster with a 68882. The fly in the ointment is that a lot of programs do not bother looking for FPUs. Like I say, when (if?) Commodore release the A800 the situation should improve.

Most flight sims do look for and use them. I think *F29* won't work with an accelerator because it relies on the custom video hardware (good) and programming techniques that defeat 68020s and above (bad).



***F29 Retaliator* had the fastest moving graphics ever seen on an Amiga simulation.**



***F15 Strike Eagle* offered little that was new in terms of graphics, but presented them in fast-paced game.**



***Birds of Prey* still uses the same polygon graphics but includes light sourcing and shadows.**

trick (and I don't, I regret) it's a 10 minute job to fix. It's also not uncommon with Amigas, it has happened in the office on occasion.

Do what I did; phone around the local computer shops, telling them that the computer can't write to a disk because the sensor is duff, and ask if they know how to fix it. It will cost you some money.

QUEST FOR KNOWLEDGE

FROM: A DAMREE, LONDON



The Action Replay III cartridge – high time we had a review in *Amiga Format*. Watch this space!

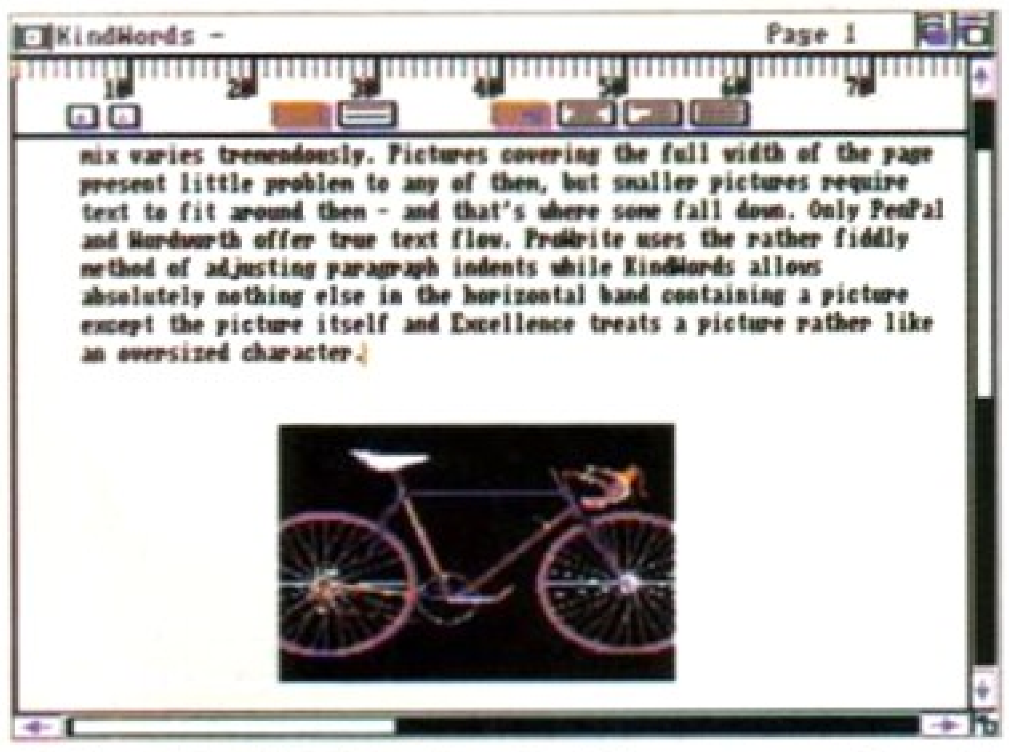
First of all I'd like to make it quite clear that I'm not a nasty pirate. I have recently bought an Action Replay III cartridge and am interested in finding out how games work.

Way back in *Amiga Format* issue 10, you printed a letter by a chap called James Burrows who was complaining about a work that was entitled '*The Hacker's Handbook*'. Where can I get it from? I've been looking everywhere but all the book shops I try keep telling me that I have to know the name of the author or the ISBN number. A phone number would be a great help.

The original *Hacker's Handbook* was published in 1985. Needless to say, it's got nothing inside it about how Amiga games work. It was aimed at explaining how comms hacking worked via modems, and radio hacking via a scanner. It was written by Hugo Cornwall, the updated edition '*The New Hacker's Handbook*' has an ISBN of 07126 9711 X. There are third and fourth editions, but I have no details. Nor do I know a supplier.

DON'T DO THIS

FROM: MARK RIGBY-JONES, DERBYSHIRE



***Kindwords* is a horrible, slow, inefficient program that will have you tearing your hair out in frustration.**

I am writing this letter as a warning to other less-experienced Amiga owners. Fairly recently I bought an A500 after I realised my BBC Micro was a bit out of date. I needed a word processor to do my GCSE coursework on, and was recommended – by two separate salesman – to get a copy of the *Kindwords* program.

If only I had bought a copy of *Amiga Format* before I bought my Amiga I might not have made such a terrible mistake. I now realise that *Kindwords* is a stunning example of 'What You See Is Not What You Get', incredibly slow with continual program crashes.

Are you listening, Disk Company, I want my money back! My warning is this; don't trust salesman, read *Amiga Format* instead, and don't buy *Kindwords* except as a last resort. I typed this letter-out using the Notepad application. It's a lot faster and works much more often.

If you didn't know, *Kindwords* is the worst commercial word processor available on the Amiga. It's not that terrible for the odd letter or invoice, but for big documents you need something with a bit more speed and better crashproofing. *Protext* gives the best speed, *WordWorth* is the most user friendly, *Pen Pal* gives the best all around value, and *Excellence 3* gives multilingual dictionaries.



Modems are simple interfaces, with few or no external controls. The secret is learning the software.

BUDDING COMMSTER

FROM: C GRAHAM, CARLISLE

Could you answer a few questions about modems please? I know very little about them, yet have a compelling urge to buy one.

When they are advertised it states that they are ready to go. What exactly do I need to use an Amiga with a modem?

There are three extras. First, a standard British Telecom telephone socket to plug the modem into. Second, a lead (ask for a proper modem cable for the Amiga) to connect the modem to the computer. Third, a communications program – I use *NComm* V1.93, but version 2 of that shareware program is even better.

Do you need more than 1Mb of memory to use one?

No, although more can be used for capturing all the data whizzing between you and the computer at the other end of the phone line. It's also faster to download software into the RAM disk first, rather than straight to floppy disk, saving you a bit of money on phone bills.

When you get in touch with a bulletin board, what are you supposed to do?

It's a bit like using the Shell, albeit in a much more friendly and interactive manner. Most of them ask you to press a key (usually the Esc or Return keys), then prompt you with a questionnaire where you have to enter your name, address, telephone number and system. Then they ask you to set a password. Usually, you can't go straight into a bulletin board unless these details have been verified.

Once this has happened, you can call, enter your name and password and progress on to the main menu. To select anything from the menu, you have to press a key, which leads to another menu, and so on. It really is like browsing a notice board – hence the name, 'bulletin board' systems or BBS for short.

Would I be given a personal number for friends with modems to get in touch?

Er, the number is tied to the telephone socket you are using. It makes sense to have a dedicated socket, which is for use by the modem only (especially if you are receiving calls). Most people use just one phone line, swapping the phone and modem as required.

Are modems complicated to use?

Pretty idiot-proof really (no external controls at all). The key to success with a modem is finding your way around the comms software. Although you'll usually be up and dialling within minutes, it can take time to suss out what baud rate, data bits, stop bits and parity mean. These have to be set right; if not, although you can dial, your machine cannot communicate properly.

Most bulletin boards work at 2400 baud or above (speed), 8 data bits (number of binary digits containing information), 1 stop bit (an extra bit so each machine can see the end of data) and no parity. Parity is a rough sort of error checking, and can be set to even, odd or none. Nobody really bothers with these. 8 data, 1 stop and no parity is the norm.

How much are you charged for the phone calls (roughly) and what method is used for payment?

You get charged the same amount as everyone else who uses the BT system. Usually they send you a bill. I would quote the rates here, but BT phone charges are liable to go through the roof at any given moment. They certainly have been over the past few years.

LIFE THRU GRAPHICS

FROM: IAN JARVIS, GREENFORD

I have just bought an A1500 with a Quantum 52 Mb hard drive. My reason for purchasing this machine was to become involved in animation – although I still wish to play my games. As the machine only came with 1Mb of chip RAM, I find that I can only do a few frames of animation.

So I need a memory expansion, and would like one to take it to the full 8Mb. Could you please tell me if I need chip RAM, or fast RAM, or both?

Well, the A1500 and A2000 models come with 1MB of chip RAM and that's normally your lot as far as chip RAM goes. Nearly all RAM expansions for those machines are of the fast RAM variety.

Which is best for animation and games?

Ideally, you want the maximum of both for animation. Most animation software requires fast RAM. *Deluxe Paint* III and IV are the exceptions to this. A lot of older games do not work without some fast RAM – a couple of these won't work on anything other than a 1MB A500, due to short-sighted programmers.

BLUES 'N' GREYS

FROM: STEPHEN BUCKLEY, ROCHDALE



An RGB splitter takes a colour composite video source, and filters out the red, green and blue components separately.

Ever since I bought the Datel Video Digitiser II and RGB splitter the grey-scale digitising has been spot on. But when digitising from a colour source, the blue screen seems fuzzy compared to the red and green grabs. Is this normal with all digitisers or is part of my hardware faulty in some way? I am currently using a Sony SLV-715 HQ video recorder.

The blue component of all composite video signals is the weakest, and it is likely that your RGB splitter needs a boost, to read in the weaker signal. Try contacting Datel's Technical Support on 0782 744324.

Also, I have found that using *Pixmate* to mix the red, green and blue screens produces much sharper images than the software provided by Datel.

That's not really surprising, as *Pixmate* was designed to work with digitisers – specifically, the Progressive Peripherals and Software Frame Grabber, which is marketed by Marcam in the UK. As that unit is rather expensive, it would make sense for the software to be a bit more upmarket.

FASTER? SLOWER!

FROM: RONALD WALKER, RAMSGATE

At the Commodore show last November I bought a Microbotics VXL 30/25 accelerator board for my A1500 from the Cavendish Computer Centre. Since purchasing it I have failed to see any difference in performance. I ran the SysInfo utility, and was told that the computer was slower with the accelerator enabled

I carried out some timed tests with *Deluxe Paint* IV transformations and a DTP package *PageStream* and there is no noticeable difference between enabling and disabling the board. I'm sure the board is fitted correctly, SysInfo tells me there is a 68030 plugged into the system, but it is all extremely slow.

The machine has 8Mb of normal fast RAM, 1Mb of chip RAM but no 32-bit RAM or a maths chip (FPU). In all the mags this was highly praised and so I purchased "wisely"! Can you help?

Going in reverse order; are you honestly sure that you didn't buy it on impulse? The VXL 30/25 was not widely advertised, let alone reviewed, before the Commodore show last year. It was certainly a new one for me when I saw it, and it has yet to be fully reviewed in this magazine.

As to your problems, I suspect that the lack of 32 bit RAM and no FPU is probably the culprit, made worse by the lack of an MMU on Microbotics accelerators. An MMU is a Memory Management Unit, and allocates what chips have access to which bits of memory and when.

It seems (from your letter at any rate) that 32-bit memory (1Mb minimum – 2Mb preferably) is necessary to get the best performance from this board. Also, some software doesn't look for a 68020 or better CPU, instead they check for an FPU. Since you haven't got one, it may be that they just don't realise that you have an accelerator card connected. Any other owners of Microbotics cards, feel free to write.

ERRANT MICE

FROM: PATRICK MAYNARD, ERMONT



Third-party mice are usually very reliable – but they won't work if your Amiga's internals are out to lunch.

I am a French reader and I'm writing to you because I have a problem with my 1.3 Amiga. When I move the mouse, the pointer doesn't move correctly vertically. It words OK horizontally, but when moving up or down, the mouse pointer moves two pixels, then moves back one pixel. It happens on all resolution screens.

It's embarrassing when I want to click on small areas, or use *Deluxe Paint* or DTP programs. I have tried using another mouse, and the right Amiga key plus cursor keys, but it always happens. With *Lemmings* for two players (with two mice) I get the same problem for both pointers!

Is there a special circuit which manages the mouse pointer? Will a component have to be changed? The guarantee is over.

I am not sure what is wrong, but it seems likely that your Denise chip is misbehaving, as it is that chip which deals with moving and displaying the mouse pointer. Try having the machine repaired locally. Incidentally, you are very smart to use a second mouse, to make sure that the fault is inside the machine.

GOING UP

FROM: ADRIAN KING, COLYFORD

At the moment I own an A500 that has 1Mb of RAM and an external disk drive. I hope soon to trade it in for an A1500 with Workbench 2, sometimes called an A1500 Plus. I would also like a hard drive for that system, so here's a few questions.

Is the 1Mb built into the machine fast RAM, chip RAM or 512K of each?

1Mb chip RAM. It is virtually impossible to split this into half and half with a soldering iron, but there are certain PD utilities that can do this. The best one (according to Asam Ahmad, ***Amiga Format*** writer and A2000 user) is called The Degrader, and is a shareware product Written by Chris Hames (an Australian who has also done a rather good PC emulator called PCTask), it is scarce on the PD circuit.

Can the A1500 have 2Mb of chip RAM, like the A500 Plus and A600?

Yes, but it's not cheap or standard. Aquarian PD sell an expansion called Megachip 2000, for about £175. The Agnus chip has to be removed, and the board sits in the socket. On the board is your 2Mb of chip RAM (that's why it's expensive). Although it works with nearly all software, some is incompatible; noticeably *Wings*, which works fine on an A500 Plus with 2Mb of chip RAM. Aquarian PD 0914 357 2424.

Can the A1500 have more than two 3.5-inch floppy disk drives, and if so where do they go? Do you need a special type?

Any Amiga external drive can be plugged into the back of an A1500, in exactly the same way as for every Amiga. No problem.

Will the hard drive (probably a GVP) need an external power supply if I add 2Mb to it?

No. The A1500/A2000 are blessed with whacking great power supplies. Expansion just isn't a problem with these systems, everything takes its power from the built-in power supply.

Just how good is *Platinum Works*, which seems to come with every A1500?

It's pretty good value, in that you get a bundle of programs for a fraction of the price of buying them separately. However, you will certainly want something better after a while. The utilities are all right for doing little jobs, but don't really do justice to the machine. Especially one with a hard drive and extra RAM fitted.

Can I get a ROM switcher board for Kickstart 1.3 like the A500? I know First Choice sell A1500s with them in already, but they don't do part exchanges.

Kickstart switchers work with every Amiga except the old A1000 and the A3000 (which lets you store different versions of Kickstart on its hard disk). Remember though, fitting one invalidates the warranty. However, the nice thing about the A1500/A2000 is that they are designed to be taken apart and expanded, and so you can whip bits in and out without people being any the wiser. "I was fitting my hard drive, guv, honest!"

How much memory do hard drives and floppies take away from the system?

Floppies take between 20 and 30K per drive. Hard disks take 64K per hard disk partition (remember, you can split a hard drive up so that the Amiga thinks it's more than one disk). However, you can give them more memory buffers to work with by using the really simple Shell Addbuffers command like so, preferably included in your startup-sequence:

```
Addbuffers DF0: 10
```

After the command, the next part tells the system what disk drive to add memory to (in this case, the internal floppy drive DF0). The next part is the number of extra buffers to add. This is measured in 10K blocks, so in the above example 100K would be taken away from the system and given over to the hard drive.

Why is this useful? Well, drives with big buffers can work faster pumping more information into and out of the Amiga without slowing down for the computer. Especially useful with a Bridgeboard system, when PC hard drives are slow for the Amiga to access, and Amiga drives are slow for the PC to access.

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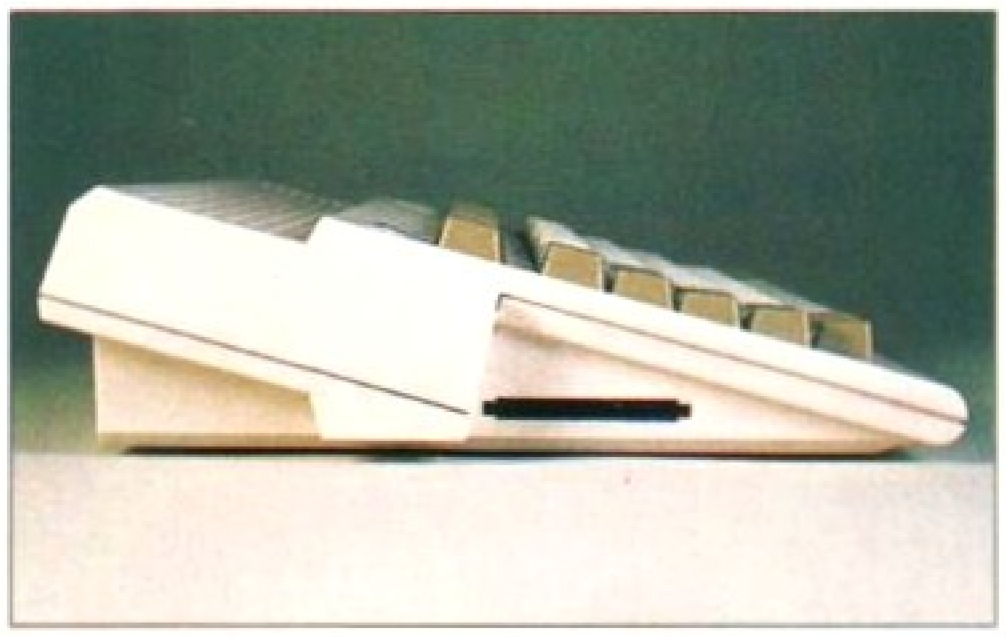
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The new PCMCIA connector means that future software can have computer-based security built into cartridges.

Answerfile

We're all stumped at times when trying to get the most out of the Amiga. But stump no more as **Pat McDonald** offers yet more informed answers to a plethora of pertinent questions.

Q I can't see why the PCMCIA slot on the A600 is going to defeat the pirates. Surely, every time a home computer has a cartridge slot, it's simple to save the cartridges on tape or floppy disk? It's pretty easy on all such systems, from the old VIC 20 onwards!

A It is true that all home computers with ROM connectors are prone to piracy, but the PCMCIA connector isn't just for connecting ROMs. The buzzwords here are 'smart card'. Such a card can have its own processor, RAM and battery mounted on it, as well as programs stored on ROM.

The practical upshot of this is that you can build protection into them. Not just write an anti-piracy program which asks for passwords, but hardware 'keys' that are impossible to read through the connector without destroying the card.

It remains to be seen how hard the software houses will pursue smart cards. True new technology always costs brass, and lots of it to develop systems that work in the home as well as in the laboratory. But, as far as defeating piracy goes, they look like the best medium yet – even better than CD ROM. They make Sega and Nintendo cartridges look cheap to copy by comparison.

Q I see a lot of adverts for replacement internal drives. Are they very prone to break down?

A Not break down exactly, but as they contain moving parts, they tend to get clogged with dirt and grease, and then wear out. Most shops and techie people cannot be bothered to repair them because of the relatively low cost of replacements. The attitude seems to be why repair something for peanuts when you can charge more for a replacement?

Q Why don't more games use HAM mode? Apart from *Links* and *Pioneer Plague*, no game uses all 4,096 colours of the Amiga! Apart from still-graphic screens, of course.

A There are speed problems with HAM mode – it steals a lot of time away from the processor just to maintain the display. However, the main reason is that HAM graphics take a lot of memory – they occupy 16 per cent more than 32-colour screens, and 33 per cent (fractions rounded down) more than 16-colour screens. That may not seem a lot, but it's a helluva difference to a programmer. You either rely on a machine having lots of memory or a hard drive.

Having said that, *Links* and the A600 HD have shown the way. I do hope that more hard drive-only games will appear and really show off the graphics capabilities of the machine. I wouldn't like it to become standard, you understand. But when you've got a hard drive, it's nice to think that some programmers think you are worth developing for.

Q Do SIMMs (Single In-line Memory Modules) have to be fitted in pairs? I'm thinking of buying a Cortex memory expansion, but buying 2Mb of RAM at a time is a bit pricey.

A Yes. The reason is that it keeps the cost of the actual memory expansion board down because the board is simpler to make (less components).

Q How does the future look for people with Kickstart 1.2 Amigas?

A Bleak. I mean, Workbench 1.3 wasn't that different to 1.2, but Workbench 2 is far superior – really user friendly, nice looks, Fast File System, boot from any drive, and so on. The trouble is that programmers have a choice between writing programs which are compatible with 1.2 Amigas, or relying on people upgrading. It's a slow process, but 1.2 will become just another chapter of computer history.

Q What do you think of the A600? Is all software that works on an A500 Plus compatible with the A600?

A I like it. I'm thinking about buying one, building a battery pack for it, and bunging on an LCD screen for a portable Amiga. OK, so it can't have that much memory or an accelerator, but a cheap internal hard disk? Much more useful in most circumstances.

In theory, any software that works on the A500 Plus should work perfectly well with the A600. There will probably be one or two exceptions to this, but nothing is perfect.

But that's the situation at this moment in time – most programmers are now aware of the Plus and how to avoid crashing it, so compatibility on future software should not be a problem. Except, of course, software that needs fast RAM.

Q Could you tell me about the differences (if there are any) between the Canon BJ10e and BJ10ex bubblejet printers?

A The BJ10Ex has an Epson protocol emulation mode, so you could use the ever-popular EpsonX (CBM MPS 1250) printer driver with it. You can't do that on a standard BJ10e – you have to use an IBM Proprinter driver.

Q What makes a game licenceware and shareware? What's the difference?

A It's entirely up to the programmer. A shareware program can be distributed by anyone. You can give as many copies as you like to whoever you like. The theory is that if you like and use a shareware program, then you send a contribution of some sort to the programmer to encourage him or her to improve it. Usually this includes getting upgrades to the program as they are completed.

In theory, shareware looks like a good, clean, honest system. The trouble is that practically nobody sends contributions to the programmer – they just go ahead and use the software, reasoning that the programmer will never know.

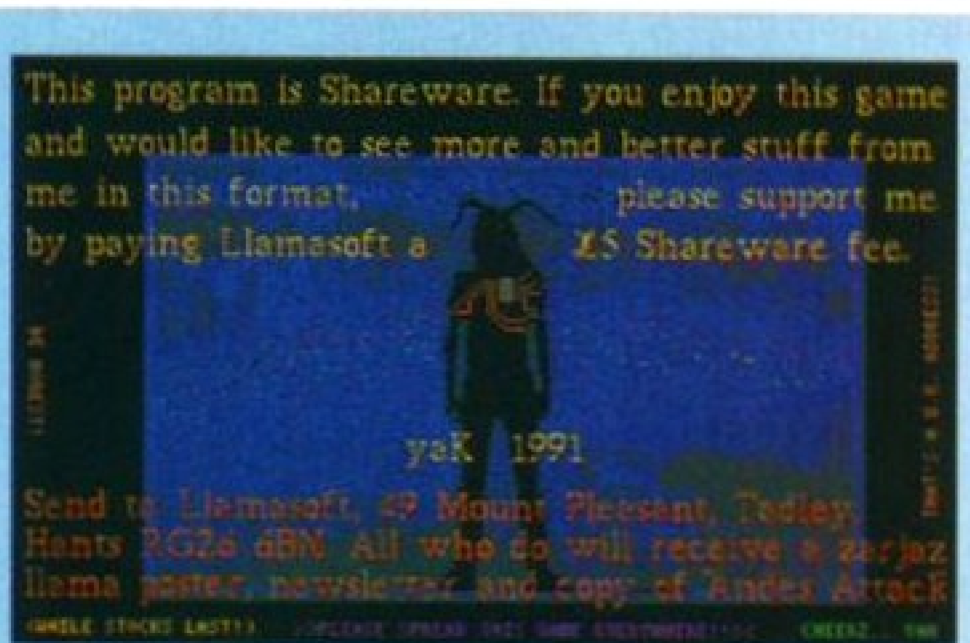
The result is that most shareware programs are released only once – if no contributions are received then the program probably won't get updated and improved. After all, why should a programmer bother if people are just going to abuse the system?

In quite a lot of cases the reason why no payments are made is that the program was of extreme minority interest or just plain naff. Very few programs are deliberately written as shareware – a programmer will only use this method as a last resort.

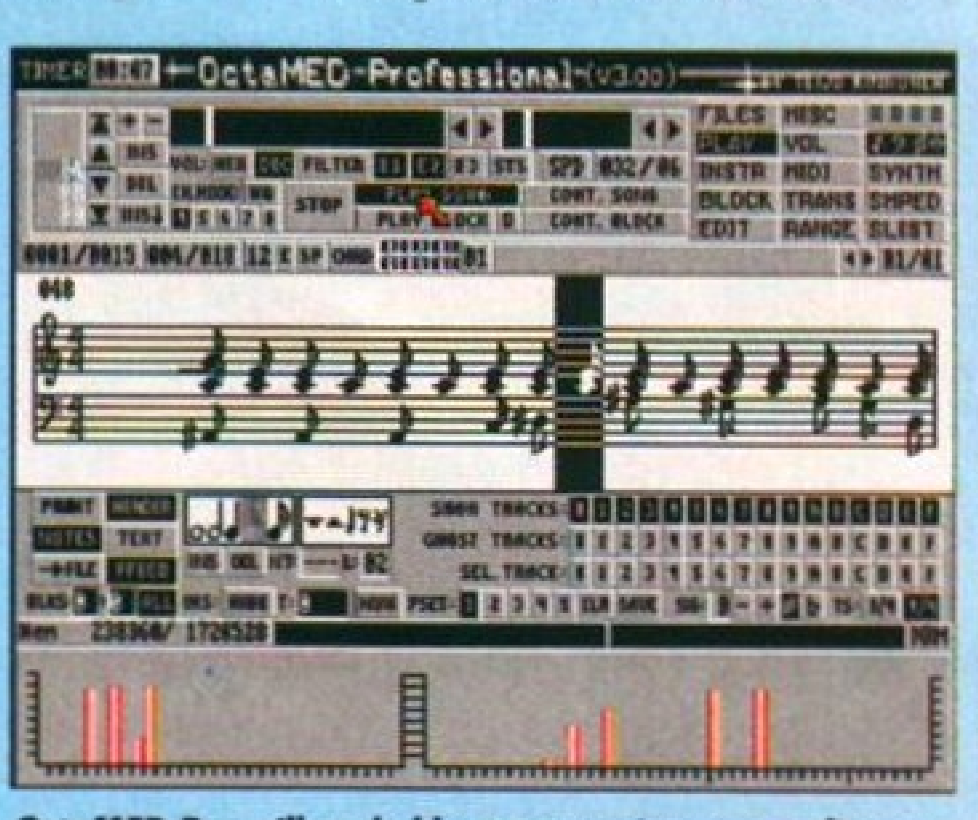
There are exceptions to this, and they are usually very good pieces of software (Jeff Minter's *Llamatron* comes to mind). But there is too much bad shareware, which lowers the perceived value of all shareware.

Quite a few PD libraries decided to change their methods of distribution for the best programs. The result is licenceware – it is illegal to copy programs distributed as licenceware and give them away on a personal level, or for a PD library to stock them without a licence from the programmer.

The benefit of this system is that the programmer gets a guaranteed slice of the profits, assuming that somebody actually buys the program.



Jeff Minter always tells you how to register his shareware games within the game itself. You can't miss it.



***OctaMED Pro* will probably get more interest as licenceware because it's of such a high standard.**

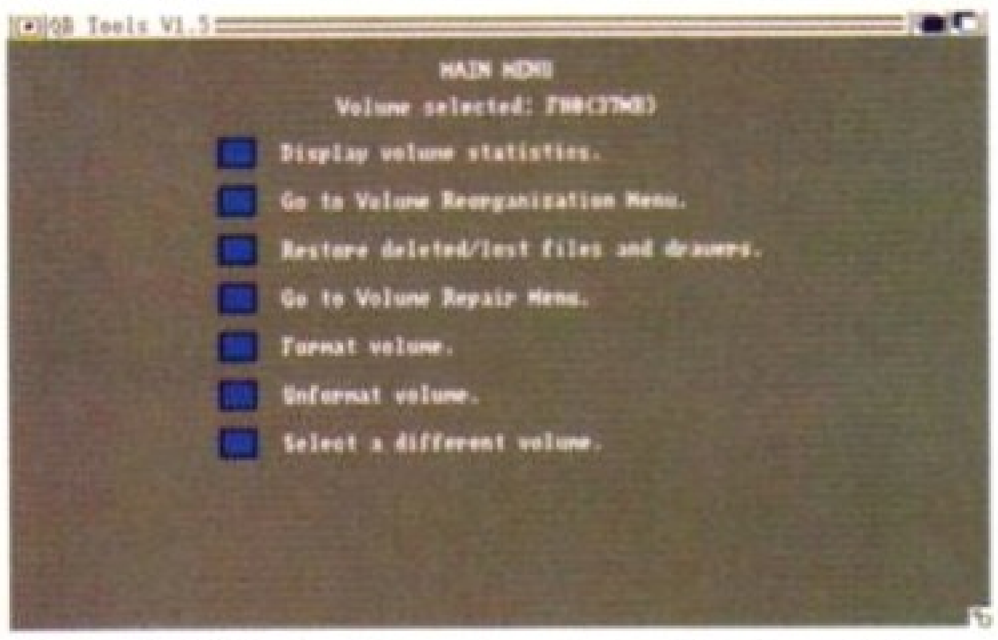
It's up to the programmer to decide whether he or she wants to release a program as shareware or licenceware. The exact terms of the deal are usually embedded in the documentation, so if you're not sure about a program you've acquired and want to play fair, read the documentation and check.

Q **I can't use your method for copying Coverdisks on my A500 Plus. Every time I type it in, the computer asks for drive DFO. Why is this, and why don't you just use the duplicate option on Workbench?**

A The reason is very simple: DF0 stands for Disk, Floppy, Zero (as in the number) rather than Disk, Floppy, Oh. A second drive is usually called DF1, a third DF2, and so on. The reason why we don't advocate the Duplicate option on Workbench is that it doesn't work every time on all versions of Workbench (V1.3.2 comes immediately to mind). With Workbench 2, it should work just fine.

Q **How do I print out pictures made with *Vista*?**

A First, save them to a disk (or to the RAM device if you have lots of memory). Then run a HAM paint program, such as *SpectraColorJr* which came with ***Amiga Format*** issue 34, load the picture and select print. Robert is, indeed, your uncle.



Quarterback Tools **asks you to select a disk, then takes you to this menu to optimise, repair or browse at it.**

Q **I know that a disk optimiser lets you rearrange floppy disks to work quicker. Is there a program which does the same for hard disks?**

A *Quarterback Tools* does this for any volume mounted. I don't know of any other program that does (I suspect the commercial versions of *BAD* do) but *Quarterback Tools* is the one for me, because it's very user friendly.

Q **What's the best memory expansion for the A500/A500 Plus, an internal oversize trapdoor type or one that plugs into the left-hand side?**

A Ones that plug into the left-hand side, often built into hard drives, are the fastest and most convenient. You just fit them and they're ready to go. This type is always fast memory; in other words, the memory can only be accessed by the 68000 CPU 'decision making' chip.

With an internal trapdoor expansion larger than 512K (1Mb on an A500 Plus) you have to unscrew the computer, take out a chip, plug in a board, plug the chip into the board, connect the memory unit and connect them both with a cable. And if it's a big expansion (1.5Mb or larger) you have to run a piece of software for the Amiga to recognise the extra memory.

Some internal RAM expansions (ICD and Virgo) can be configured as part chip RAM and part 'pseudo fast RAM'. The point is that if you plug fast RAM into the trapdoor slot of an A500 or an A500 Plus, it doesn't work as fast as a true fast RAM expansion on the left hand side. The difference is slight though (5 per cent or less).

In-depth explanation
Number 5: hard disks



Still by far the preferred option for a hard drive is one of the GVP series II models. Although it suffers from a few (repeat, few) problems when installing software compared with the official CBM A590, the difference in normal working speed makes it the option to go for. The GVP A530 version even has an accelerator card built in!

Everyone has at least one question about this subject. This should answer the lot!

1 A hard drive mechanism works on much the same lines as a floppy drive. A disk coated with magnetic material spins around and a head is positioned over the track to detect the varying magnetism in the track. The head can also record information. However, hard drives are sealed units (even a tiny speck of dust can trash them). They are precision made, have more than one head and so can store vastly more than a floppy.

2 As standard, only the A3000 and A600 HD have true hard drive potential. Other Amigas need a controller to form a bridge between the computer and the hard drive. This means that there are dozens of hard drive options from lots of different manufacturers.

3 Because hard drives are precision made, they work much faster than floppies. However, because lots of different types are available, they all work through Workbench and AmigaDOS. This means that, by and large, most non-games software and 'serious' games (ie flight sims, war-games, strategy games and adventure games) can easily be transferred to hard drive. Older software is not so accommodating.

4 IDE (Integrated Drive Electronics) drives are viewed by many as the best. Their advantage is that the controller for telling the heads what to do and when is built into them. This means that the interface between computer and hard drive is cheap and simple. However, IDE drives only allow for one extra hard drive to be connected, thus limiting the potential for big uses.

5 SCSI (Small Computer Systems Interface) types are more versatile, in that up to eight different devices can be linked together. SCSI also has the advantage that you can connect more than just hard drives – tape streamers (see later), scanners and removable media (hard drives that can be changed like floppy drives) as well as read/write CDs can all be plugged in. However, it costs more than IDE because of its sophistication.

6 ST-506 (sometimes called XT) drives are the ones to avoid. The first type to be available, they have now nearly died out save as second-hand 'bargains'. They lack the auto-repair features found on most SCSI and some IDE units – the latter types are usually able to fix themselves when a read/write error occurs.

7 The difference between using an Amiga with two floppy drives for serious purposes, and using one with a hard drive, is huge. Because load and save times are much reduced, you can do much more work in the same amount of time. However, hard drives do not make the computer any faster. So if you are working with computer-intensive programs like ray tracers or scenery generators, a hard drive isn't so spectacular.

8 Because hard drives are so much bigger than floppies in capacity – the smallest hard drive is 20 Mb – they are more vulnerable. You are literally keeping all your eggs in one basket. For security purposes, it makes sense to split up or partition the drive so that the computer thinks it's dealing with more than one drive. A read/write error on the programs partition will not damage your data or Workbench partitions.

9 Partitioning doesn't help you recover files when a read/write error happens. The only way to get back information from a damaged partition is to have already copied or 'backed up' the hard drive on to floppies. There are various programs that do this; my favourite is *Quarterback* because it's idiot proof.

10 Hard drives are unquestionably good news. You can do so much more with your machine if you are not swapping disks and making sure that the right floppy is in the right drive. They do require some technical knowledge of the Shell (to copy libraries into the libs drawers and assign floppies on to the hard disk). But they are well worth the initial hassles for novice users – they make your computer get up and go.

Don't waste money buying a new machine, when you can upgrade at these prices!

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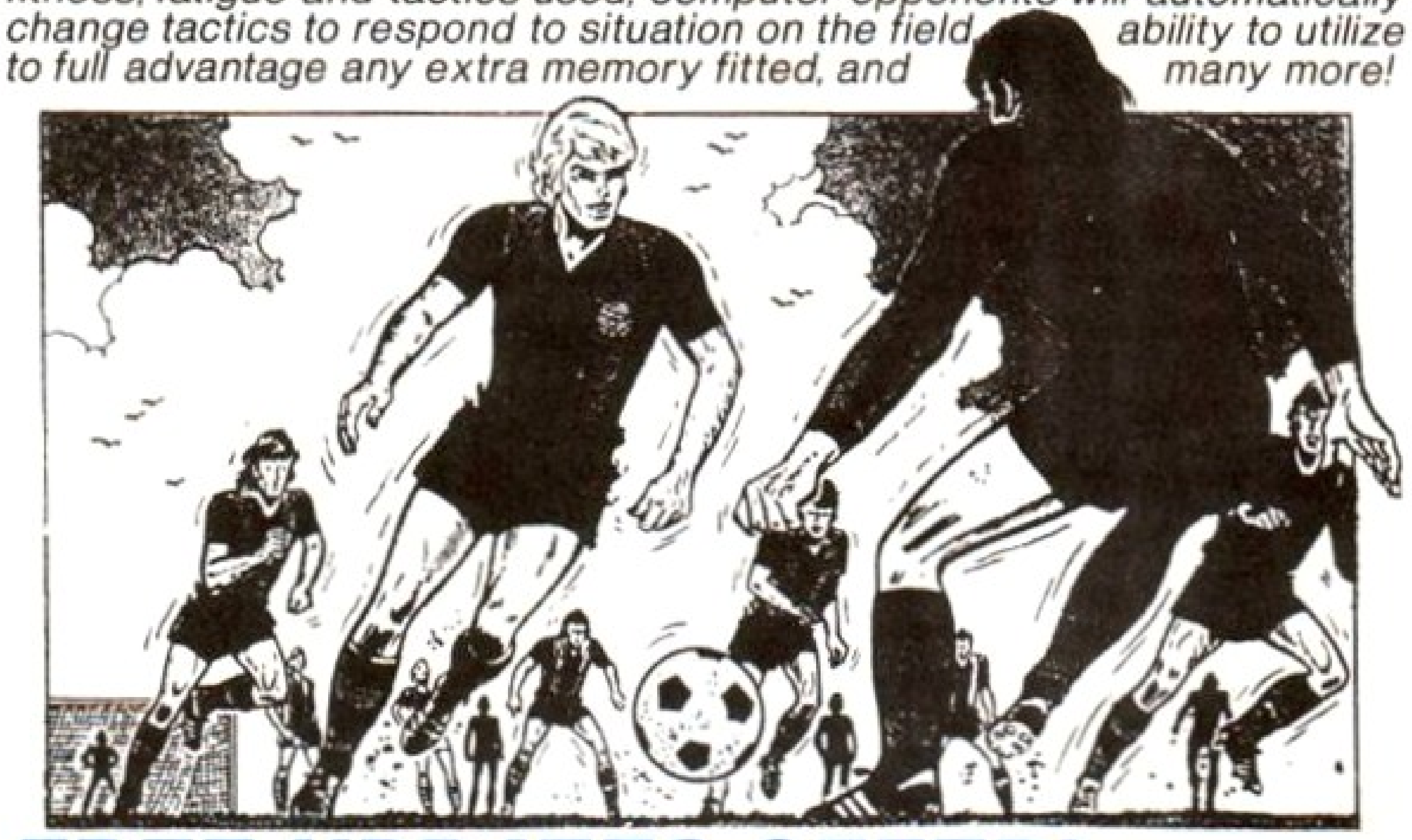
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FOOTBALL TACTICIAN

Until now, football simulations came in two categories: arcade and management. Few, if any, ever bothered with the all-important STRATEGY which a successful manager is to master, both before a match when deciding on squad selection, and during the match when high-drama, real-time decisions must be made on tactics, substitutions, set pieces and player deployment. But now, for the first time on any major computer, there is a superlative management game that encompasses all forms of soccer strategy: it is called **FOOTBALL TACTICIAN.**

Team selection, needless to say, remains a critical element in any successful campaign: and here you will be aided with a wealth of player data, never seen in any soccer program before. Gone are the days when a player was given a single skill level. Each player is now analysed in up to 20 different aspects, enabling you to select the side best suited for the match in hand. And then to the BIG innovation of **FOOTBALL TACTICIAN:** full on-line, real-time involvement during the match! For the first time ever, you will, as a manager, be able to alter your strategy : choose a defensive or offensive system, mark certain opponents, drop back some of your players if the pressure is tough, decide exactly when substitutions should be made, play the off-side trap, go for quick counters, etc... With full on-screen commentary and minute-by-minute feed-back, you're as involved in the match as any of your players! When you further consider that this game is written in 100% machine code (unlike scores of other slow-motion offerings which are written in basic), that up to twenty two users can play this game at the same time, that accurate records are kept on all 440 players in the first division, right down to their exact market valuation, that a built-in editor allows you to change any player's or manager's name, you will realise that this is no ordinary soccer manager. THIS is the REAL THING. You're in charge. You manage your side before and during the match. Nothing is left to chance. Can you rise to the challenge? Try **FOOTBALL TACTICIAN** and prepare yourself for the ultimate football experience.

Amongst the many features: intelligent computer behaviour, lively transfer market, ability to replay ANY match of the week with full commentary, three levels of commentary from highlights only to every single ball challenge with all players named, ability to retrieve any fixture from the last 21 seasons, top scorers chart, friendlies, speed control, twenty player squads including the VERY LATEST transfers right up to this very week, full European Cups program with every single European player accurately named, selectable positions, automatic and intelligent substitutions by computer opponents based on player fitness, fatigue and tactics used; computer opponents will automatically change tactics to respond to situation on the field, ability to utilize to full advantage any extra memory fitted, and many more!



FREE UPDATES OFFER!

Because Talking Birds are committed to providing the most up-to-date football manager ever, purchasers of FOOTBALL TACTICIAN will receive free update disks for a whole year! As players are transferred, injured or revalued, as managers are sacked and teams promoted or relegated, it is essential that up-to-date data disks should be made available to the serious user. Beyond the first year period, this service will be available as an optional extra.

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KCS Power PC Board

PC Emulation on your Amiga

About...

The KCS Power PC is a complete 11MHz 1Mb PC sub-system that can be fitted to any Amiga in minutes.

Based around NEC's highly successful V30 CPU, the Power PC Board offers a very high degree of compatibility at machine language level, yet runs faster than an equivalent Intel 8086.

The 1Mb of Autoconfig™ memory can be accessed by all current Amiga models including the A500 Plus. Even the original A500 can access 512K as a standard expansion with clock; plus a 512K RAM disk.

Adored by critics and users alike, the KCS Power PC Board is a real alternative to buying a complete PC clone.

Installation

The KCS Power PC board fits to any Amiga in minutes:

• On A500 and A500 Plus machines it simply slides into the trapdoor expansion; and doesn't invalidate your warranty!

• On bigger Amigas, such as the 1500/2000/2500/3000, it drops into a vacant Amiga slot using the custom designed adaptor board.

• Once fitted, your Amiga can be switched into PC mode simply by clicking an icon. Just reset and it's an Amiga again.

No fuss, no hassle. Just two machines in the space of one.

Video

• Supports the majority of EGA and VGA modes in 16 glorious colours and monochrome – graphics up to 640x480 and text too. Interlace is required for some modes but a software flicker fixer is built in.

• Other video modes include MDA and CGA text and graphics. Also supports Tandy colour graphics adaptor and Hercules monochrome.

• EGA and VGA graphics can be displayed on a domestic TV or monitor. Unlike *real* PCs, no extra hardware is required.

Disk

• Up to four Amiga drives can be connected to your system and accessed in PC modes as 3.5" 720K or 5.25" 360K. Typical disk access is at least twice as fast as most real PC clones!

• DOS can be started from any mounted drive 5.25" or 3.5" and most Amiga hard drives.

• Supports most popular hard disks including GVP Impact, Supra and A590 (Omil and SCSI).

• A massive 200K ramdrive (up to 8Mbwith expansion) is available in PC mode and it's PC-reset proof too.

Memory

• Even with a base Amiga 704K is free for DOS programs (640K in EGA and VGA modes).

• EMS (expanded memory) is supported allowing you to run Microsoft Windows without problems and store massive files in Lotus 1-2-3. So, if you have 8Mb on board, the PC can use it.

• XMS (extended memory) is supported – even though this is not usually possible on NEC V30 machines.

Speed

Its Landmark speed puts it way ahead of many true PC systems – it even compares favourably with many AT clones.

However, the crux of the matter lies with the video speed; and this, as many critics have noted is where the KCS Power PC Board scores over all others. It's no use having a wizz-bang processor if the screen takes several seconds to redraw itself.

• Tests in text modes have shown it is several times faster than evenAT clones with dedicated video hardware. Even in graphics modes, it's no slouch although the emulation is limited by Amiga hardware.

• Add a processor accelerator card, andthe 32-bit clean KCS cache software will use it to its full advantage.

Mouse

• Automatic serial mouse emulation is supplied as standard – using your existingAmiga rodent.

• Mouse can be configured as COM1 or COM2.

Joystick

• Up to two sticks can be employed at any time. You decide how they are arranged.

Printer

• Your Amiga's parallel port is accessed as LPT1 in PC mode.

Serial

• DOS usually supports two serial ports, but one is taken by the Amiga mouse. The Amiga's serial can be set as COM1 or COM2 as desired, ie for MODEM etc. up to 19200 baud full-duplex.

Sound

• PC sound is supported, but there's an additional volume control available in software.

Works on...

• All Amigas (except the a1000) fitted with Kickstart 1.2 and Workbench 1.2 or higher.

• Extra memory is not required, but full use will be made of extra hardware, like accelerators, flicker fixers, modems etc.

Help!

• We want you to get the most out of your system so we offer a comprehensive, free telephone helpline service to all registered users.

Updates...

• Since the hardware is a complete PC in its own right, all updates are completely software driven. Registered users can update at any time for a nominal fee to cover media and shipping costs.

'PC emulation is a contentious issue – but the KCS Power PC board is the only one to carry my personal recommendation. It is an excellent product that does all it claims and does it well.'– *comments Mark Smiddy, co-author of Mastering AmigaDOS 2.*

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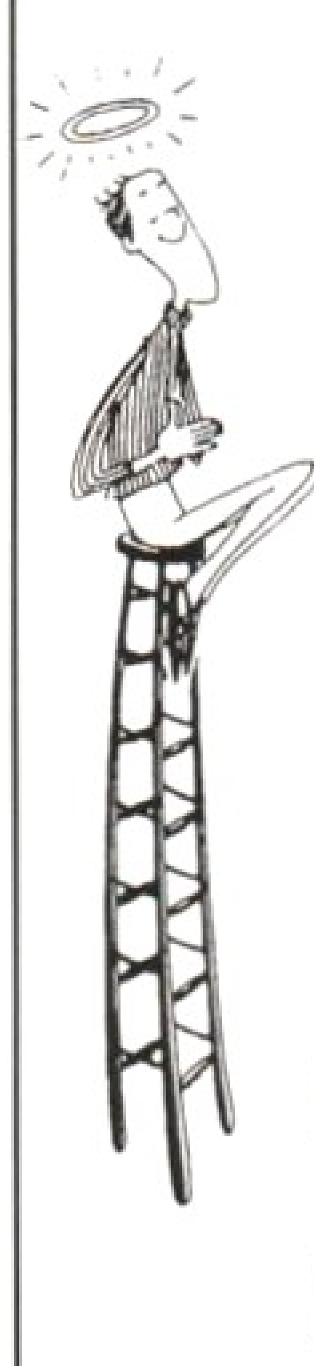
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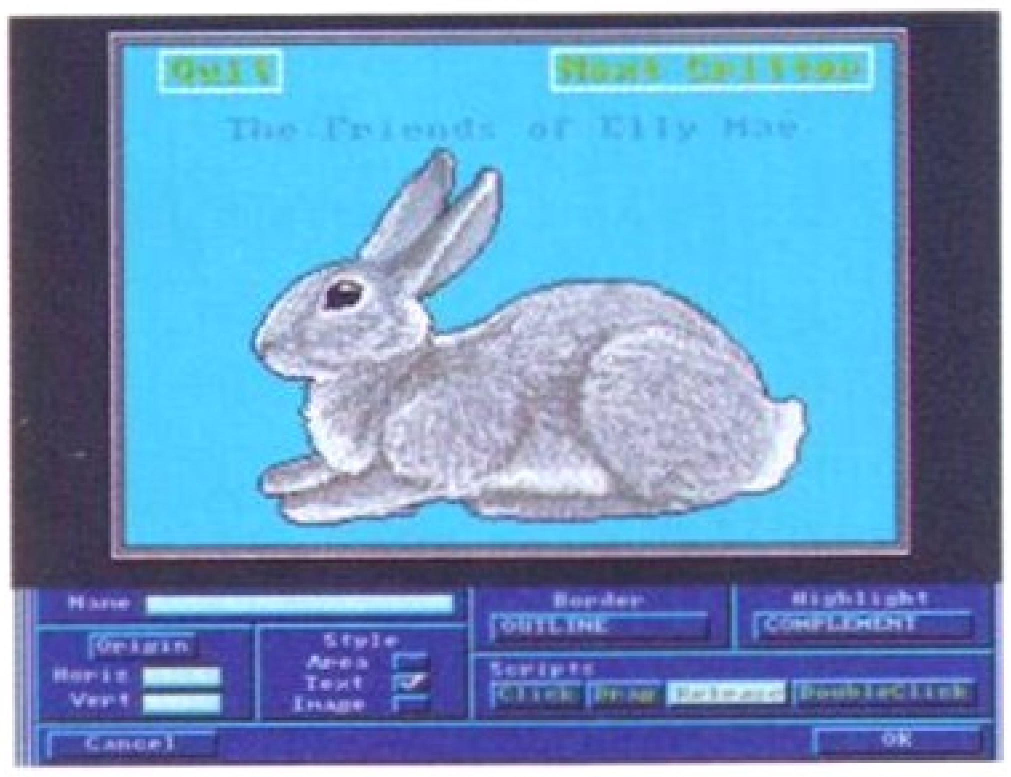
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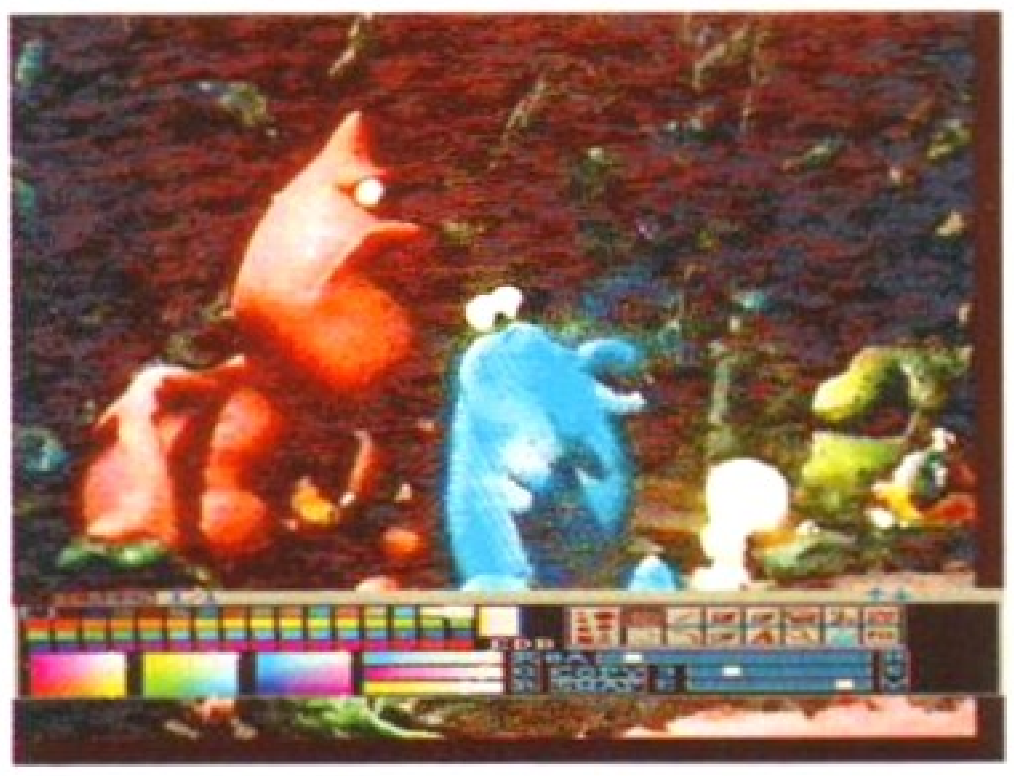
CANDO! – LATEST VERSION



Innovatronics have been listening to requests from people who used the original version of this powerful multimedia package, and the latest version 1.6 of the full professional CanDo! program has a number of updates in accordance with their requests. Among these is full support for the gameport device, which means you can even write games with it! The program comes with a full and detailed manual, which could make all the difference for aspiring CanDo! programmers.

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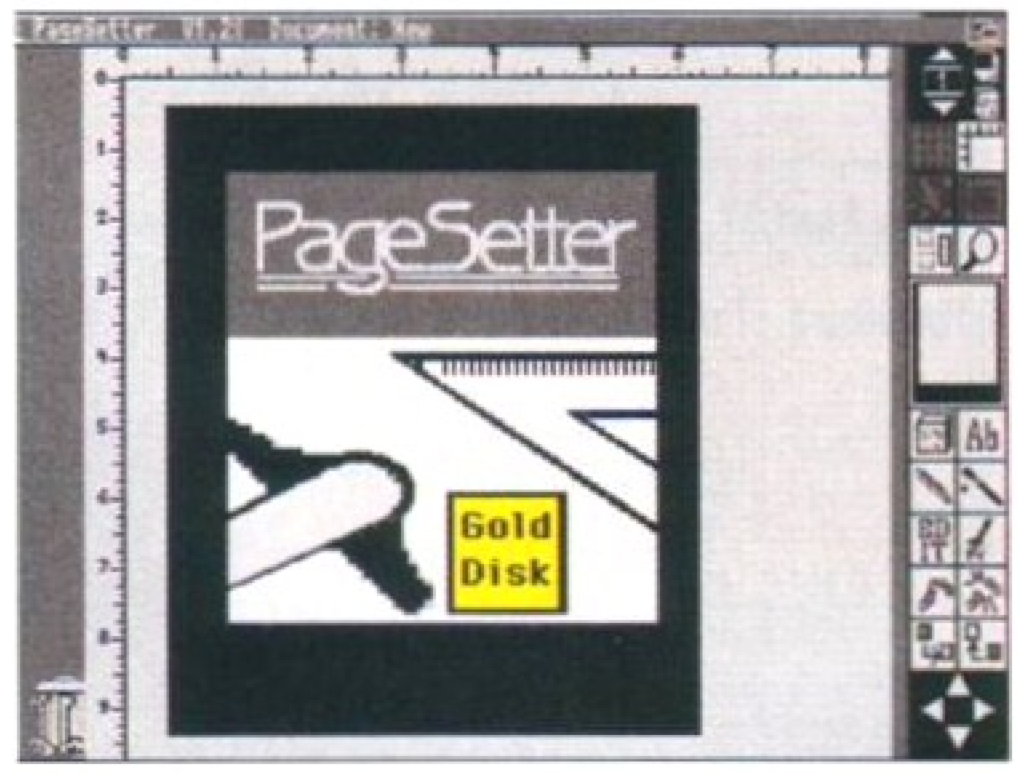
SPECTRACOLOR



Oxxi-Aegis actually produced Spectracolor before they made the junior version featured on the Collection Coverdisk. It was the first HAM paint program to use full brush animation, in the style of Deluxe Paint. Its powerful features make it a must for anyone who wants to do real animation in 4,096 colours, and it also has a number of unique ideas that you can't get in any other paint program. Naturally, it also comes complete with an excellent manual.

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PAGESETTER 2



Completely rewritten in machine code throughout for extra speed, Gold Disk's updated version of the beginners' layout program takes a different approach from the original. Rather than having separate text editing and picture editing modules, it now lets you edit text on the page. It also uses Compugraphic scalable fonts throughout, so extra quality on printout is guaranteed. All in all, this is the next best thing to professional-quality DTP on the Amiga. Full manual included.

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Amiga Format August 92

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You can be certain of getting your enquiry to the magazine dealt with, but only if you make sure you're addressing your letter to the right person or place.

- We can never give personal replies by mail, so don't send us a stamped-addressed envelope.
- We can under no circumstances give personal replies by fax, so please don't ask us to.
- We are available for enquiries by telephone every Tuesday between 10am and 6pm, and we'll be happy to talk to you then.
- Our advertising department can help with problems concerning companies who advertise in the magazine if you phone during normal office hours.
- Our subscriptions service and the ***Amiga Format*** Mail Order department are not in the same building. They can be contacted on 0458 74011.

WORKBENCH

If you have any problems with the technical side of your Amiga, with hardware or with serious software, Pat McDonald will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send it in and you could win a prize.
WORKBENCH, ***AMIGA FORMAT***, 30 MONMOUTH STREET, BATH BA1 2BW

GAMEBUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game, send the info to Maff and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
MAFF EVANS, GAMEBUSTERS***AMIGA FORMAT***, 30 MONMOUTH STREET, BATH BA1 2BW

LETTERS

The letters pages are there for you to air your views and share your opinions: please remember not to ask questions that should be in Workbench! Damien is looking for thought-provoking or entertaining letters, the shorter the better. Prizes given for the best two.
LETTERS TO THE EDITOR, ***AMIGA FORMAT***, 30 MONMOUTH STREET, BATH BA1 2BW

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. You can enter as many times as you wish, but all entries must be posted separately: don't put several entries in one envelope together, or include entries with letters to any other part of the mag.
COMPETITION, ***AMIGA FORMAT***, 29 MONMOUTH STREET, BATH BA1 2DL.

SPECIAL OFFERS

If you've ordered something from the ***Amiga Format*** Mail Order section and you've got a problem, please remember that we on the magazine don't deal with it at all. Write to Mail Order at our Somerton address or telephone 0458 74011.
AMIGA FORMAT MAIL ORDER, THE OLD BARN, SOMERTON, SOMERSET TA11 7PY.

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Letters

Hello and welcome once again to the bit of the magazine where you get to have a direct say. And, if we're going to be perfectly honest, I get a good chance to make my opinions known as well. It's been an interesting time for all Amiga owners lately, so let's take a look and see what issues you lot have been taking an interest in. But just before we do, remember that if you've got any thoughts, ideas or opinions to offer, the address is Letters, **Amiga Format**, 30 Monmouth Street, Bath BA1 2BW. OK, on with the fun!

WHATEVER YOU WANT

I feel that Ben Wilcox's idea (Letters, issue 36) of a booklet on hardware is an excellent (dude!) idea, particularly if you were to do an in-depth item on hard drives. There seems to be a lack of information on these indispensable items. A few pearls of wisdom on partitions and cylinders would be very well received, and I'm sure thousands of readers would agree.

MA Gensberg, Kinloss

As you'll have seen in the survey results on pages 24 to 35 of this issue, thousands of our readers all ready do agree with you.

We'll be doing a number of hardware round-ups over the next few issues, which will not only compare all the gear available but also give lots of wisdom-packed background information of the kind you request, and be assured that hard drives will be well up on the list of priorities.

PRIZE CROWD CONTROL

By now you must be getting tired of receiving letters like this, but on Tuesday June 9 an edition of *Crime Limited* on BBC 1 featured the issue of controlling crowds at football matches. In the simulation they had set up, an Amiga was being used.

Mark Pettit, Bolton

What a perceptive chap you are. Yes, I am getting sick of letters like this, so you are officially declared the last ever person to win a T-shirt for spotting the Amiga on telly. It wouldn't be too bad, but the things seem to be getting everywhere nowadays!

We'll have to set a more difficult challenge, I think. Strange that nobody has taken up last month's, which was to explain Quantum theory in no more than a single side of A4 paper…

Continued overleaf

AN APOLOGY

GETTING TO GRIPS WITH PAINT POT

We'd like to apologise sincerely to any readers who were disturbed by the error which allowed an example of bad language to appear on the *Paint Pot* demo instructions on page 7 of the last issue, and also to Prisma software, whose program it is and who had nothing at all to do with the mistake.

We would like to make it clear that the use of such language in the magazine was in no way intentional and will not be repeated. We are acutely aware of our responsibilities as a family magazine. Indeed, we normally take pride in the fact that this magazine is far more fastidious about bad language than most other computer magazines. We particularly regret that this mistake should have occurred on a page specifically aimed at younger readers.

Briefly, to explain, the problem was that a designer typed an instruction to the writer to fill in a heading which had been omitted. Unfortunately, this instruction was phrased somewhat carelessly. By a series of coincidences, and under pressure of time, the incorrect heading was missed at the normal proof-checking and final re-checking stages. When the mistake was realised, it was unfortunately too late to correct it.

We would like to assure all readers, and particularly parents of younger children, that a rigorous code of practice has been established that will prevent this sort of thing from happening in future.

We have also printed, at the suggestion of several readers, a version of the heading as it should have appeared which can be used to mask the error so that the magazine can be given to children and they can be allowed to follow the program at their own pace, as was intended. Our apologies once more.

NO, ONE MORE

I hope I'm the first letter in. I would just like to say that I have just spotted an Amiga 500 – in Paul Robinson's office in *Neighbours*! Do I win a T-shirt?

Paul Scriven, Kent

Alas, dear reader, how short are the memories of the young. It's certainly time to knock this one on the head. The sad thing is, you see, that all this Amiga-on-TV spotting started off a long time ago when someone pointed out that there was one in Neighbours*...*

NICE THOUGHT

I would just like to add my views on why the Letters pages are so popular. It's great fun for those writing the letters. It is great to have your name in print and see everyone else's jealous faces.

It also opens up the welcome opportunity to discuss different issues concerning the Amiga with people who are interested. I couldn't possibly do this with my friends because they all read pathetic, non-stimulating magazines such as *Just Seventeen* and *Mizz* (please have pity on them).

Tania Dodd, Colchester

Well said indeed, and yes, we do have pity on your friends. In later life they'll realise that the girls' magazines they read are far more sexist than the computer scene could ever be, and that being an independent person with your own, more creative ideas of what's fun is far more important.

CAR TROUBLE, OH YEAH

My mate has an Amiga, but his was built in 1973 by Fiat. It has an 850cc engine and lots of rust. I know, because I've slept in it. The point is, is this conversion approved by Commodore? Will they release tow bars and roof racks for my A500?

Chris Skelhorn, Bury St Edmonds

Your grip on reality is clearly a very loose one and you are therefore welcome to come out for a drink with the **Amiga Format** *team at any time. Nuff said.*

THINKING MAN

Flicking through a back copy of the magazine (May '92) I came across a reference in the games review section to 'fuddy-duddy wargame rule junkies'. I have bought your magazine principally because it doesn't seem aimed at people who get migraine when presented with the written word and who can cope with more complex rules than 'waggle the joystick furiously'. Obviously I am wrong.

Alfred Jodl, Cranleigh

Not quite fair play, sir! I believe the term was used to describe a particularly action-packed game by a reviewer whose sympathies lie in that direction. Inevitably, we try to suit horses to courses by getting a reviewer who likes a certain style of game to test that kind of game for us so the individual in question has an authoritative opinion on whether or not it's any good.

While there is a collective **Amiga Format** *opinion on games, and the percentage rating is a standard for quality, there will inevitably be games of an equal standard in widely varying styles, which may or may not suit a reader's preferences. For that reason, reading the review is important to give you an idea of whether a game contains the style of play that you like.*

Further, I would argue that the tastes of our reviewers are far closer to your own than you imply. For the record, though we do rate some action games, like Rainbow Islands*, very highly. It's clear that our team prefers depth and intelligence in gameplay.*

*Indeed, it is widely believed – mistakenly, I would argue – by the UK software industry that anything with more than six pages of manual and mouse control is an '***Amiga Format***-type of game'. This view is so prevalent that it disturbs me and we will be examining the whole affair in a feature next issue that will ask 'what is an* **Amiga Format***-type game, anyway?'.*

IS THIS THE BLEAK FUTURE FOR GAME PLAYERS?

In Issue 34, you were expressing your opinion on the future of the Amiga. You said (and I agree with you) that the Atari ST and the older 8-bit computers were dying out, but you also seemed dubious about the Amiga's future. Is piracy really so bad that it is killing off our computers? .

I became quite distressed after reading this, as I prefer real computers to consoles and I don't want to invest in an expensive PC (I regard the Amiga as being much more suitable for my needs), so please, please put my mind at rest and explain exactly how secure the Amiga is and how we can help to keep it the most popular home computer for quite a while yet.

Paul Easter, Cambridge

I never said the Amiga was doomed. What I was saying is that we should be aware of commercial realities as the software houses perceive them.

The Atari ST is the perfect example. Most major software houses have begun to stop supporting it: they are not writing games for it. The reason is simply that not enough people are buying ST games to make it worth their while.

One major publisher – actually one that doesn't publish for the Amiga anyway, so that could be important – has already suggested that in a year's time, the Amiga games market will resemble the 8-bit scene. More or less dead, dominated by budget releases. In other words, he predicts that not enough people will be buying Amiga games to make innovative development worth the money.

This isn't true. But it could begin to become true, if the software houses, who operate on this weird 'everyone else is saying it, so it must be true' kind of principle, make it that way.

The danger for the Amiga is that consoles are such an easy way of making money, which could make the Amiga seem a difficult way of trying to turn a profit. If you wanted to be controversial, you could argue that this is a clash between the greed and stupidity of Amiga owners, who almost expect that after buying the hardware, the software should come free, and the greed and stupidity of software houses who are making an enormous profit on console cartridges. Either way, if everything moves to cartridges we face a bleak future. This next letter makes the point well.

All my business video software is legitimately purchased. I realise that the programmers are going to sell relatively few copies and I am quite happy to pay several hundred pounds for products which I use to make money. Nearly all the games, however, are pirated.

A large number of games really are very naff and, at £25-£40 a time from a legitimate supplier, are money wasted. The trouble is, you don't know this until after you've parted with your cash. If they were priced in the £5 to £10 region I would buy legitimate copies and so would my son as they would be within range of his pocket money. At that price I wouldn't get that 'ripped off' feeling from buying a 'bummer'.

All this brings us on to the A600 and the 'smart card', which will probably fail as a games platform. Sega are learning the lesson on software overpricing as a Welsh firm are making a fortune selling a cartridge-to-disk copying device at approximately twice the price of a MegaDrive.

People are actually shelling out about £250, twice their original investment, just to buy a device which copies the games. It's easy to see why. With MegaDrive games at £40-plus, it doesn't take long to recoup the investment. Who cares if it takes a minute to load a game? Once it's loaded it plays just the same.

Anonymous

I really don't know what to say after that. I think I'll just leave you mulling over the implications...

MIXED PICKLE

I arrived home with my ***Amiga Format***, ready to dive in with my usual relish, but within the first few pages joy turned to horror. A500 to cease production!

But wait, perhaps all is not lost, read on and we may be able to 'cause a few raised eyebrows'. I'm sorry, but neither of my eyebrows got raised and nor did my spirit.

The only view I agreed with was the devil's advocate, Mark Smiddy, whose view I couldn't flaw in any respect. Is it really 'smaller is better', or is it 'smaller is cheaper'? We all know the A600 was supposed to be the A300, a console beater, but it is certainly not competing with the consoles at 400 quid.

I'm not sure about Commodore 'cooking the golden goose'; I think they have crucified it. The A500 bred a particular kind of enthusiasm. I only hope that Mark Smiddy, myself and our ilk are wrong and that the A600 can carry on the legend.

Martin Grundy, Farnworth

Yourself, Mark and your ilk are a valuable breed and have much right on your side, but it's worth repeating why I think pessimism about the A600 is ill-founded.

My hopes are that the A600 is the thin end of a wedge, the wedge being a new, carefully-considered range of Amigas that cover all kinds of needs.

The A600 represents the needs of most home computer buyers: a compact machine which can plug straight into a telly, can run games, can be expanded with a bit more RAM and a hard drive to run some decent graphics and business software. But its intrinsic appeal, as exemplified by the Cartoon Classics pack, is as a home entertainment machine with that bit extra.

I see the A600 as a cheap introduction to the world of the Amiga. At a lower price, it could lead many more people to the Amiga and stave off the PC menace. But what it then needs is a distinct upgrade path, possibly to the Amiga 800 and then to the 2200, each of which will be more progressively like a 'home workstation' for powerful hobby use in graphics, video and design and each of which will, with the introduction of new technology in the form of faster processors and the new chip set, further outrun the encroaching PC.

Let's face it, the A500 was more than six years old, and that's pretty old for a computer. The change has given it a new lease of life, and yet compatibility ensures that current owners are not left in the cold.

IMPORTANT POINT

Your PD reviews are a useful way of finding those well-hidden but nonetheless excellent pieces of PD

Continued on page 216

Coming up next month in Amiga Format

Here's just a taster of the goodies on offer in next month's exciting episode of the world's longest-running Amiga soap opera...



DAWN OF THE FLESH-EATING ZOMBIE A500

The Amiga 500 is undead – long live the A500! We'll be taking a look at 10 very good reasons to be cheerful about the future of the A500 – 10 expansions that are unrivalled in terms of power for price by any computer, anywhere. If you have an Amiga A500, you really need to read this!

STARS OF THE SCREEN



In the first of our promised hardware round-ups, we show you how all the top choices in monitors compare when put through a series of rigorous tests – and we also explain all the jargon and the technicalities you'll need to have at your fingertips so you can make the right choice.

SO WHAT IS AN 'AMIGA FORMAT GAME', ANYWAY?

Game publishers, the software houses, firmly believe that *Amiga Format* is biased towards the more intelligent, less action-packed sort of a game. Is this true? If so, are we right? We take a look at the facts behind our image and try to stir up a storm – it will make fascinating reading for anyone who cares about games.

Plus All the usuals – a Collection Coverdisk program worth up to £100 – the best reviews of all the new games, all the new serious software and all the new hardware – all the latest news – Workbench answers your queries, Gamebusters helps you beat the games – the best in free software picked out in PD update – and much much more besides.

***Amiga Format* issue 38, September 1992.** You'll find it lurking on a shelf in the newsagents, waiting to leap into your hands, on **Thursday 13 August**

REASONS TO BE CHEERFUL

PRIZE

First of all, my compliments for the articles on the new Amiga range. I intended to buy an Amiga 2000, but I'll postpone this until I know what Commodore's intentions are with its replacement. The real reason for writing is the fact that there will be numerous A500 users with a fear that their beloved machines will soon be outdated.

I own an A1000 – the original Amiga! – and still remember the letters filled with fear when the A500 and A2000 were released. Now we all know there were no reasons for this. I'm still running new software releases without problems. During the last six years, I have expanded my system with two external disk drives, a 2Mb memory expansion and a hard disk. The only reason I want to upgrade now is that I have only 512K of chip RAM and this is not enough for my major interests, digitising and graphics.

So what I want to say is, I see no reason for someone who bought an A500 Plus recently to think they are stuck with a piece of old junk. They can enjoy their machines for many years to come.

Luc Stynen, Berchem, Belgium

*A positive point, and one that deserves an **Amiga Format** T-shirt and a binder to keep your copies of the magazine in. It's also worth bearing in mind that the A1000 was made for about a year and only a few thousand sold, whereas there are millions of A500s in Europe and they've been around for six years. The A500 is far from dead.*

software without ordering catalogue disks by the dozen, and Pat McDonald provides an excellent overview of PD in such a small section.

My query is about the quoting of the PD library that stocks the software reviewed underneath the title. Why are specific libraries such as PD Soft and 17 Bit quoted? I have noted a marked difference between prices at some of the libraries you quote and some that you don't mention.

Terry Roddy, Stratton

We consider it a courtesy to quote as supplier the PD library that provides us with the review copy, so we also quote the disk number concerned as a reference.

Often, we'll have the same disk sent in by a number of libraries, in which case it's simply pot luck which one we pick up first. We do not endorse any one library over others, and we would encourage you to look through advertisements to see what's on offer.

Incidentally, our policy is similar for most reviews. We will usually quote an RRP if we have software direct from the publisher, but if software is sent by a distributor we will quote that distributor as supplier.

GOOD POINT

About six months ago I sent off for *Monkey Island 2* and finally it arrived. I put Disk One in, but was I greeted by Guybrush Threepwood? I was not.

Instead I was treated to *Epic*, a good game but not what I ordered. All 11 disks have 'Monkey Island' written on them and 10 are what they say they are. But Disk One contains a copy of *Epic* that requires no entry code to play. How did an Ocean game get on a US Gold disk and, since the entrance code has been cracked, is this a new dimension to software piracy?

Michael Tipping, Snitterfield

Simple enough. Disks for all kinds of software are duplicated in bulk and usually label-printed and boxed by a disk duplication firm. While there are quite a few software houses in the UK, there aren't that many disk duplication firms. Obviously US Gold and Ocean are using the same firm and there has been a mix-up.

As for the protection on Epic, *well it is likely that the copy protection had not actually been put on this version yet, so the disk that got mixed up with US Gold's masters may have been a demo version of* Epic.

BLOCKBUSTERS

Please can you tell me why your screen shots often look so grainy or blocky, and sometimes look as though they were drawn on a Spectrum? I hold great sympathy with software houses who design great graphics for their games, only to have them ruined when aired in your magazine. Some of your screen shots are very good but the quality is not consistent.

Rod Davies, Surrey

What we do is grab the screen display, either from the Amiga's memory or from the RGB output. This gives a bitmap image – an Amiga IFF file – that matches the screen display of the game. This is then used in our DTP page layout. In theory, this process more accurately reflects the screen image and the colours than the traditional method of photographing the screen. What it also does is eliminate the 'softening' that happens to an image when it appears on-screen.

A major point in favour of our system is that when you blow a traditional photo up large, if it is in focus the gaps between the pixels can become very apparent. As for software houses, Electronic Arts have adopted the system we use for their own advertising, so they must see its advantages.

Spot the shot 37



Simply identify the game that this small portion of a screenshot is from, write the answer on a postcard with your name and address and send it in to us.

The address is Spot the Shot 36, ***Amiga Format***, 30 Monmouth St, Bath BA1 2BW. The first correct entry out of the hat every month will win a fabulous ***Amiga Format*** T-shirt!



The winner of Spot the Shot 35 is P Irving from Workington, Cumbria. The correct answer being *Apidya*. An incredibly trendy *Amiga Format* T-shirt is jetting its way to you, you lucky tyke.

ADVERTISERS INDEX

Are you more likely to get stopped if you drive a red car? It's been suggested in the past that red cars get pulled over by the police more often than automobiles of any other colour, but a couple of obvious reasons why this should be so spring to mind.

For starters, if you break the figures down by colour of car, some colour of car has to come top. Plus the fact that it seems there are more red cars on the road nowadays than any other colour.

However, we've heard about a strange new theory. It has been suggested that traffic police liven up their dull days on the M-ways by playing a bizarre form of snooker, so they have to stop a red before they can stop any other colour. Presumably, if they were obliged to stop a white car that zoomed past at 120 mph, it would be four points away.

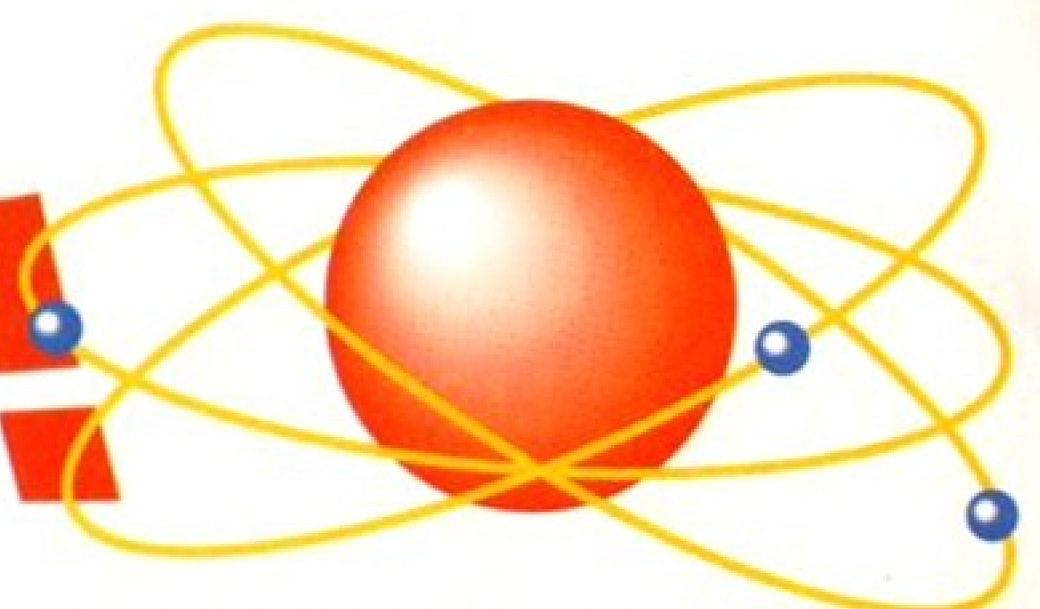
The coldest place ever to exist in the universe is in a laboratory in England. There, physicists have constructed a massive fridge cooled by liquid hydrogen which is used to study the effects on different kinds of matter as they are cooled to within fractions of a degree of absolute zero, which is approximately minus 273 degrees Centigrade, the temperature at which hydrogen should solidify.

The universe has been cooling slowly and steadily since its temperature maximum at the Big Bang, but it's still far warmer even in the frozen, uncharted wastes of deep space than this massive fridge. Less heat energy enters the system each year than you would create by dropping an ant from a height of three feet onto a table.

Hula hoops, skateboards, Teenage Mutant Ninja Turtles and now water pistols. The latest craze occupying American kids, it seems, is a fad for powerful electrically-driven water pistols that can shoot water up to 30 yards.

Trouble is, they're not using them just for water. Kids have been filling them with battery acid, bleach and other noxious substances and using them in small-scale gang fights. There are even two instances already recorded where fights with these water-pistols have led to a shoot-out using real live firearms. Only in America...

Actual Reality!



The future of entertainment? As prophets and visionarties predict that we will soon be escaping into an unreal world inside our computers, Damien makes a pioneering exploration into the shadowy world that exists outside computers. It's the latest thing, it's Actual Reality, proving that life is stranger than fiction...



So, farewell then, Lotus Elan. The "most gorgeous Lotus there has ever been" (according to our art editor Marcus), costing £23,000, has simply not been selling well enough. Here's a picture of the original Elan which, like its descendant, was stunningly different in design.

Who's going to tell Gremlin, whose Elan based *Lotus III* is due to hit the streets soon.

What's the most stolen car there is? The Ford Sierra Cosworth. One motor insurance company had 201 of them on their books and received 197 theft claims for them in the course of a year.

One Ford dealer, keen to prove the abilities of their new security system offered people 15 minutes to try and steal a Sierra Cosworth, anyone succeeding could keep the car. Two motor vehicle technicians from Bristol took just two minutes to crack the code and gain themselves £8,000 of Essex boy's supercar.

Well nickable, man!

EUROPEAN CHAMPIONSHIP FOOTBALL CLASSIC COMMENT: "THEIR PROBLEM IS, WHEN HE GETS THE BALL THERE'S NO-ONE TO PASS TO HIM" (BOBBY CHARLTON, HOLLAND VS DENMARK).

Can water flow uphill? It seems it can nowadays. Scientists have discovered that they can by coating a surface with a 'gradient' of a substance that progressively repels water less and less. This encourages water to flow up the surface, defying gravity. They believe this can be used in all kinds of places to replace traditional pumps.

The world's most powerful computer could be doomed. Eccentric inventor Mr Cray, who has already left one company that bears his name because the whole thing was beginning to annoy him, has had the only order for his latest supercomputer cancelled. It's taken him several years and millions of dollars to develop, but it still hasn't arrived and the aerospace company that had one on order for when it was finished has decided it can't wait any longer.

Cray sticks determinedly to his philosophy of serial processing, where instructions are squeezed through the processor one by one, whereas his rivals are using the parallel processing method of sharing the work among enormous numbers of smaller processors.

The problem with Cray's method is that he is hitting the limits of what physics will allow. At the speeds he is running - many millions of floating point operations per second - the speed of electron flow down wires becomes critical. The solution is to pack everything closer and closer together, until a theoretical limit is reached when there is not enough wire left to contain a single electron.

Amiga Format

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